

The only inside source for all Nintendo games



# NINTENDO POWER

P.O. Box 87043  
Redmond, WA 98073-8743

FORWARDING & RETURN POSTAGE GUARANTEED  
ADDRESS CORRECTION REQUESTED

PAUL RATE  
U.S. POSTAGE  
PAID  
MAYFIELD  
of America Inc.

## IN-DEPTH

- ▶ Star Trek: Deep Space Nine
- ▶ Super Turricon 2
- ▶ EarthBound

**Power Exclusive**

16-Bit  
No Lie

**NU 64  
UNVEILED!**

Giant Weapons

# WEAPONALORD

Ancient Warriors

JUNE VOLUME 73  
US \$3.95 • CANADA \$4.95



0 45496 69083 0



THE MUSIC DIDN'T DRIVE HIM INTO A FRENZY.

## IT WAS THE GUY WHO SNAKED HIS NEW ISSUE OF NINTENDO POWER.

If your name isn't on the cover of this mag then how did you get this issue into your grubby game-gripping palms anyway? A: Begged it. B: Snaked it. C: Got scammed at the newsstand for \$ 3.95. ✪ If you're guilty of any of these charges, there's something you should know. Until you get your own subscription, you're never gonna beat somebody who gets their own monthly issue of Nintendo Power. ✪ Be serious for a minute. How do you expect to compete against



someone who gets hundreds of hot game tips every month—tips that buy them extra lives, help them skip levels and beat the crud out of non-subscribing losers time after time—you can't. The only way to stay in the game and stay up-to-date with Ultra 64 and Virtual Boy is to sign-up now for \$18\* and get a fresh, crispy, tip-packed issue of Nintendo Power in your mailbox every month. ✪ So forget begging and mooching old worn out issues of Nintendo Power off your friends. There's only one thing that feels better than getting your own copy of Nintendo Power every month.

And that's beating the crud out of someone who doesn't.

Call-1-800-255-3700 to subscribe.

\*Canadian residents pay \$25 Canadian funds



# CONT

## WeaponLord

What is the one thing missing from most fighting games? Weapons! Our WeaponLord feature will teach you how to properly handle all of the sharp and pointy weapons in the game. Remember, don't run while carrying sharp objects!



20



## Killer Instinct

Hold on to your quarters. The ultimate fighting game in the arcades is about to debut on the Super NES...and it's a killer version of KI!



48

## EARTH BOUND

Join our young hero, Ness, as he sets out to save the world in Nintendo's latest Role Playing Adventure! EarthBound is an unusual adventure set in a bizarre version of modern day earth. Aliens are taking over the world, and only young Ness can stop them!

• Nintendo Game Boy, NES, 48" and necessary to talk about it tonight



10

# EVENTS

## the project is a reality

Talking about the ultimate...the Nintendo Ultra 64 is unveiled in an exclusive for Nintendo Power readers. The future of video gaming never looked so good.

NINTENDO  
ULTRA  
64

108

## STAR TREK: DEEP SPACE NINE



Nintendo Power travels to the edge of the known universe looking for adventure! Join the action onboard Star Trek: Deep Space Nine and you'll find all of the adventure you desire. Dangers abound in this feature!

30

## CONTENTS

VOLUME 73

JUNE 1995

### FULL COVERAGE

EarthBound	10
Weaponlord	20
Star Trek: Deep Space Nine	30
Dirt Trax FX	54
Super Turrican 2	62
Prehistanik Man	76
Jungle Strife	92

### TAKE 2 REVIEW

Izzy's Quest	82
--------------	----

### EPIC CENTER

Epic News	35
Rise of the Phoenix	38
Epic Strategies	44

### SPECIAL FEATURES

16-bit Killer Instinct	48
Virtual Boy	72
Life Fitness	89

### EVERY ISSUE

Player's Pulse	6
Power Charts	8
Classified Information	68
Counselor's Corner	84
Player's Poll Contest	98
Power Player's Arena	100
Now Playing	102
Pal Watch	108
Next Issue	114

# PLAYER'S PULSE

**A**bout the new changes in NP's appearance? They're great! Anyone who doesn't think so is a fool. Flip through the pages! You just gotta love the depth of those cool graphics. Oh, and I absolutely adore the new Epic Center for us adventure players. But just one thing... Where are the comics?

**BETH LEE  
LINDEN, NJ**

**W**hat happened to the comics? Your comics were one of the things that kept me reading your magazine. I think they're really cool and you should keep them going. If you guys make another comic it should be about DK Country or the Secret of Mana.

**RICK WAGNER  
KODIAK, AK**

*Thanks for the two thumbs up, Siskel and Ebert—er, Beth and Rick! Seriously, you may see a new comic in future issues. However, most readers tell us they want us to pack each issue with as many tips, strategies, and industry snips as possible.*

**F**irst of all, I want to say that I love your magazine. I have only one problem with it. Your letter section needs to be totally redone. When I read it, it sounds like the magazine is written for 8-year-olds. I mean, I don't want to read how peoples' dogs read your magazine or who can make a loaf of bread that looks like a Game Boy. I want to read some more interesting letters. You need to talk about what is going on in the gaming world. Print letters that are more controversial, you know, something that will spark an argument. People eat it right up! BASH the competition (Sega and Sony). Your system, the SNES, is far better than the Genesis and 32X, so make it known. Your upcoming Ultra 64 will totally annihilate Sega's "Next Level" and Sony's PlayStation.

**RICK INNOCENT  
NEW CASTLE, PA**



More waves to Nintendo Power subscriber Scott Zelenka of Cary, NC, (left) interacting during Nintendo Power Fest '94. Say "Hi," Scott!

## IN VEDOMI ART SHOWCASE

1. Anita Liu - Washelli, NY
2. Ryan Wallace - Nevada, MD
3. Wendy Allen - Tulsa, OK
4. Eric Bryant - Sierra, OH
5. Jason Hamilton - Redwood City, CA
6. Dennis Wraschenewsky - Alberta, Canada
7. Stephen Elymore - Fair River, CA



**I**n the first great adventure,  
You traveled the lands,  
With white and black wizards,  
And fighters in clans.

In the second epic journey,  
You laughed and you cried,  
You got re-united,  
With people who had died.

In the third and best one,  
You learned Espers and spells,  
And you even beat monsters,  
Who store lightning in shells.

And even though the first two,  
Were great to me,  
None will be as good,  
As Final Fantasy III!

**CHRIS HART  
PORT ORCHARD, WA**



**EXCUSES TO USE WHEN  
A RENTED GAME CAN'T  
BE RETURNED**

10. I'll pay for the game. Not!!
9. I confess! What are you going to do—Put me in jail?
8. I gave it away as a present.
7. Someone took it.
6. I lost it.
5. My dog ate it for breakfast!
4. The game didn't work.
3. My little brother sold it.
2. The game blew up!
1. I used it as a science project!

**DEBBY HUNG  
PARIBO, SURINAME**

**REASONS TO BUY SEGA  
INSTEAD OF NINTENDO**

10. Ummm...
9. just a minute...
8. Sega gives you...err...
7. They're...ahhh...
6. I can't think of any more reasons. Never mind.

**CHRIS AMIS  
COLLINGWOOD, ON**

**IF YOU'RE IN THE MOOD TO  
WRITE, WE'RE IN THE MOOD  
TO READ!**

**CALLING ALL ARTISTS!**  
Let your imaginations run wild! Send us your best Play It Loud! Game-Boy and Killer Instinct creations. Drawings, photos, sculpture — the more off-the-wall, the better!

**NINTENDO POWER  
PLAYER'S PULSE  
P.O. BOX 97083  
REDMOND, WA 98073-9733**

**I** just beat the Illusion of Gaia, and am very upset with the ending. I always thought that Will and Kara would fall in love or kiss or something. When they were stuck on the raft for a month they started getting feelings for each other but when it came to the end—nothing! (But for a sad ending it was still pretty good.)

**MELISSA McCULLOCH  
ST. LOUIS, MO**

**PHONE DIRECTORY**

**NINTENDO POWER  
SUBSCRIPTIONS & CONSUMER  
SERVICE**

**1-800-255-3700  
(TDD 1-800-422-4281)**

Call for service. Games orders are not to change your address, between 4 a.m. and midnight Pacific time. Monthly through Saturday 9 a.m. and 9 p.m. Sunday through and before midnight. Payment due upon the receipt.

**TALK TO A GAME COUNSELOR!**

**1-900-288-0707 U.S.**

11 months per month

**1-900-451-4400 Canada**

\$29 per month

Call our Game Counselors for help between 4 a.m. and midnight Pacific time. Monthly through Saturday, 9 a.m. and 9 p.m. Sunday through and before midnight. Payment due upon the receipt.

**PRE-RECORDED HELP FOR  
THE MOST POPULAR GAMER!**

**1-206-885-7529** Voice Response Unit  
If you're long distance, we'll call you back, so you're not per-  
manently disconnected.

**MODEL INTO THE SOURCE!**

Nintendo Power Source on America Online  
To sign up: 1-800-827-6145, ext. 12385  
To access area Keyword: NINTENDO

Nintendo Power on the Internet  
WWW.NINTENDO.COM  
e-mail: Nintendo@nintendo.com

**NINTENDO  
POWER**

**STAFF**

**Publisher** M. Arakawa  
**Editor-in-Chief** Gail Tilden  
**Producer** Yoshio Takabeke  
**Senior Editor** Leslie Swan  
**Senior Writer** Scott Pollard  
**Writers** Karit Miller  
Terry Marston  
Jon Wheeler  
Paul Shinoda

**Editorial Consultants** Howard Lincoln  
Peter Mize  
Phil Rogers  
Joann Tingdale  
Jeff Bufala

**Cover Design** Griffes Adventure  
**Copy Coordinators** Ken Barber  
Todd Dymont  
Todd Gardner  
Machiko Oelber  
Theresa Tibbs

**Project Coordinator** Nancy Ramsey  
**Art Director** Hiroko Nagami  
**Concept & Design** V-DESIGN  
Yoshi Onno

Wendy Salvatori  
Katsuyuki Asanuma  
Jeff Howard  
Songa Morris  
Ritsuko Yamaji  
Hiroshi Nakase  
Merry Pappas  
Scott Douwes  
Brandon Baltzell

**Illustrators** V-DESIGN  
Auge Pagan  
**Electronic Progress** James Catechi  
Karl Deckard  
Biff Nolan  
Michael J. Siskula  
Jay Wargin

Jefferson Fletcher  
**VOLUME 73 - JUNE 1995**

Nintendo Power is published by Nintendo of America Inc. Nintendo Power is published at \$47.40 per year in the U.S.A. (\$59.40 in Canada) only by Nintendo of America Inc., 4620-150th Ave. NE, Redmond, WA 98052

© 1995 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express-written permission from Nintendo of America Inc., copyright owner. Printed in the U.S.A.

NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC. TM & © for games and characters are owned by the companies who market or license those products

# POWER CHARTS



## SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	<b>DONKEY KONG COUNTRY</b>	1	8
2	<b>FINAL FANTASY III</b>	2	6
3	<b>THE LEGEND OF ZELDA: A LINK TO THE PAST</b>	3	41
4	<b>SUPER METROID</b>	4	14
5	<b>NBA JAM TOURNAMENT EDITION</b>	5	5
6	<b>EARTHWORM JIM</b>	6	8
7	<b>MEGA MAN X2</b>	7	4
8	<b>SECRET OF MANA</b>	11	17
9	<b>KIRBY'S DREAM COURSE</b>	17	2
10	<b>WEAPONLORD</b>	NEW	1
11	<b>MORTAL KOMBAT II</b>	8	9
12	<b>FINAL FANTASY II</b>	10	37
13	<b>SUPER MARIO KART</b>	16	29
14	<b>EARTHBOUND</b>	NEW	1
15	<b>SIMCITY</b>	NOT RANKED	20
16	<b>AEROBIZ SUPERSONIC</b>	NOT RANKED	2
17	<b>ILLUSION OF GAIA</b>	12	7
18	<b>NBA LIVE '95</b>	18	5
19	<b>TRUE LIES</b>	NEW	1
20	<b>KEN GRIFFEY JR. PRESENTS MLB</b>	19	14





## GAME BOY TOP 10

RK. MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA (SUPER NES)	1	26
2	DONKEY KONG LAND	6	3
3	METROID II: RETURN OF SAMUS	5	42
4	TETRIS	7	33
5	SUPER MARIO LAND 2 (SUPER NES)	9	32
6	MARIO LAND (SUPER MARIO LAND 1)	4	12
7	DONKEY KONG	2	13
8	KIRBY'S DREAM LAND 2	NEW	1
9	MORTAL KOMBAT II	8	6
10	MARIO'S PICROSS	NEW	1

## TOP 10 PUZZLES

RK. MONTH	GAME	SYSTEM	RELEASE DATE
1	TETRIS	GAME BOY	JUN '89
2	MARIO'S PICROSS	GAME BOY	MAR '95
3	DR. MARIO	GAME BOY	DEC '90
4	SHANGHAI 2 (SUPER NES)	SUPER NES	FEB '93
5	BREAKTHRU	GAME BOY	JAN '95
6	YOSH'S COOKIE	GAME BOY	APR '93
7	TETRIS 2	GAME BOY	DEC '93
8	TETRIS & DR. MARIO	SUPER NES	DEC '94
9	BUST A MOVE	SUPER NES	MAR '95
10	KIRBY'S AVAILANCHE	SUPER NES	FEB '95

## MOST WANTED

Nintendo Power readers have announced their wish list. These games and systems are hot enough to give you a third-degree burn! If you want to be heard, be sure to send in the Player's Poll card in this issue.

1. KILLER INSTINCT (NU 64)
2. MORTAL KOMBAT III (SUPER NES AND NU 64)
3. NINTENDO ULTRA 64
4. DOOM (NU 64)
5. VIRTUAL BOY
6. DIDDY KONG
7. DONKEY KONG COUNTRY (SUPER NES)
8. FINAL FANTASY III (SUPER NES)
9. MEGA MAN X2 (SUPER NES)
10. SUPER GAME BOY



## HALL OF FAME

Do you have an all-time favorite game? Here are two of the classic titles that have topped the charts for months on end!

GAME	MONTHS ON THE CHARTS	HONORS
BATTLETOADS	37 MONTHS	Eric Pfeiffer and Bush stopped it hot with the Duke Quaker's forces! (A little popular, MSX entry.)
MEGA MAN VI	10 MONTHS	NES fans couldn't get enough of the Blue Bomber, so they gave us the toughest hit on our list so far!

# EMERGENCY...SPECIAL BULLETIN.



# EARTH B

This special Epic Center in-depth report looks at an invasion of epic proportions. The scenes from Nintendo's new EarthBound depicted in the following pages may shock you, stun you, and leave you wriggling and gasping like a beached trout. We suggest psychiatric guidance for readers who continue beyond this point.



## WHEN DREAMS LEAD TO MADNESS, WHO WILL WAKE YOU FOR BREAKFAST?

What can be said about EarthBound? In simple terms, it is a 24 megabit RPG housed in plastic with battery backed-up memory, three slots for separate game files and about 40 hours worth of mind-bending play. We use the term "play" in the loosest sense, for there is nothing innocent about this game in spite of its charming appearance.

When the first players ten-



tatively popped this "game" into their Super NES consoles, they were instantly infected by what has come to be known as the EarthBound Phenomenon. Mentally transformed into video game heroes, they actually believed that they were battling the alien force called



Giggas. Those victims lucky enough to be unplugged went through weeks of denial during which they often attempted to use their fictional PSI powers and ray guns from the game world. Many reported flash-

# EMERGENCY

THE 4 GEMS NINTENDO

# BLIND™



## EXCLUSIVE INTERVIEW

THE MAN BEHIND THE METEORITE

## SHIGESATO ITOI

### PROFILE

- Age: 37
- Hometown: Tokyo
- Profession: Writer, TV personality, game designer
- Favorite Food: Strawberry Tofu, GlowFish



In an exclusive, trans-Pacific interview, Epic Center gets the scoop from Shigesato Itoi, the author of EarthBound.

You may not have heard the name Shigesato Itoi (pronounced E-Toy) before, but his face is familiar to millions of Japanese TV viewers and his articles have been published in Japan's major magazines. His many talents have also taken him down more unusual paths such as the creation of EarthBound.

Itoi began his career as an advertising copy writer for Seibu, a major department store in Japan. His television ads won numerous awards, drawing the attention of the public and giving him new opportunities. One of the most famous of his ads starred Woody Allen in a non-speaking role. His more recent television credits include several series of hour-long shows covering popular or quirky topics. Itoi develops the

backs in which they scavenged through garbage cans, rode atop sea serpents, battled post-modern art and called home to their mothers on a regular basis. But the true scope of the horror was not realized until one recovering victim was discovered singing the blues on a bus headed out of town. Please, help us end the suffering. Just say, "No More!"



concepts of the show then acts as the host. He has covered sports, explored ancient mines and, most recently, gone fishing in famous fishing holes around the world.

# ONETT & TWOSON

## plus Happy Happy Village

### Onett—average, suburban town or root of all evil?

Onett seems like an average American community. But no. In Onett, dogs run off their leashes, crows attack children and policemen are crude. It is here where the glowing meteorite lands and the infection of Gygis first spreads. Some players, even after undergoing reverse brainwashing, demand that Onett be wiped off the face of the earth as the source of all evil, not to mention an awful odor that smells like old athletic socks.



**Exhibit 2**—What be the indictment of the game than this telling sign of Nazis, the here (and role model), and you're reaching into a garbage can, discovering a burger, and eating it? Note the lack of any reference to napkins.



**Exhibit 1**—The red shirt in Onett resembles nothing so much as a giant, alien pizza! Experts agree that the alien words represent burnt pizza and white the red regions are, undeniably, tomato sauce.



**Exhibit 3**—Not only does EarthBound advocate the violent overthrow, humiliation and ultimate burning of infected victims, it does so without apology or compassion. When will the firing end?



**Exhibit 4**—Players of EarthBound are forced to use horrific dekinetic powers. In this scene, Ness crosses his opponent with the comparative destructive force to slant with a box that boot dropped on its head.

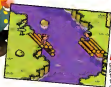


**Exhibit 5**—Lawless behavior is seen everywhere in EarthBound. The pictured park in Twoson has been taken over by bronze merchants.

NESS



**Dear Mom & Dad:**  
 Having lots of fun. Visited Giant Step and squashed an enormous ant. Keep sending money, Love, Ness



**Exhibit 6**—Danger and a general disregard for safety precautions can be observed throughout the game. Note the obvious lack of guard rails.



**TWOSON**

**Dear Mom & Dad:** Whether's great in Twoson. Deponed rartless cult leader and rescued a girl in a dress. Think I'm in love. Ness  
**P.S.** See wore the dress.

**Twoson**

—no where near Arizona.

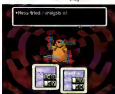
The player's experiences in and around the town of Twoson underscore the dire peril that awaits careless gamers who wander into EarthBound. The ominous metaphor of Mr. Carpenter and his mindless cult followers can be seen as a warning to players. It is painfully clear, EarthBound itself seeks to overthrow your mind, dress you in a purple robe and send you outside to paint a cow blue. Be strong! Be safe!



**Exhibit 7**—The Octo Eraser presumably destroys an octopus-shaped barrier. But is there a substantial message here? Experts believe that players may develop a desire to really milk a species after extended game play.



**Exhibit 8**—Ness is caught perpetuating video game stereotypes from his zone. In this case, Ness, as a self-empowered warrior, would surely prefer to not in prison than to be rescued by a chameleon runt like Ness.



**Exhibit 9**—Reports from EarthBound recovery centers indicate that the large anticks of this mutant risk have scarred patients so deeply that many refuse to dress scooches of dirt without the protection of an MTV battle tank.



**Exhibit 10**—The single-color cult floor can represent Mr. Carpenter's addiction to blue color as a dangerous example for impressionable players in the honor of a world run by a red EarthBound veteran who loves porgreen.



**Exhibit 11**—Many players report a sense of loss when they are unplugged. "My best friends were all in there," says one recovering Boulder. "I left my dog behind," says another. Save yourself the pain. Don't play this game!

**EPIC EXTRA****SHIGESATO ITOI, cont.**

Mr. Itoi might be said to be the Japanese equivalent of columnist Dave Barry. Itoi's column in a popular Japanese magazine takes a light-hearted look at issues and events around the world. But his most lasting fame comes from his work in television. Several years ago, Itoi hosted a popular sports news series. As a devoted fan of the Tokyo Giants baseball team, he vowed to shave his head if the team failed to win the Nihon (Japanese) Series. Well, they didn't and he shaved his pate on national TV. Next year, challenging the fates once more, Itoi boldly announced that if



the Giants didn't win, he'd shave his head again. Luckily, they came through.

Perhaps the quirkiest of his TV series was his exploration of Mt. Akiagi, the site of a 500 year old gold mine. With cameras and a national audience in tow, Itoi explored the mines that burrowed into the flanks of this mountain in search of the legendary mother-lobe. He never found the treasure, but the effort has been commemorated in EarthBound with the gold mine in Dusty Dunes Desert.



FURTHER EVIDENCE OF THE TOXIC EFFECTS OF EARTHBOUND

# WINTERS, THREE and DUSTY DUNES

Science-fiction and fact mangled for gratuitous fun

The quirky uses to which science and technology are put in EarthBound may seem innocent, but the fact remains that such undiluted silliness causes chronic hiccups in laboratory rats, or at least should. Dr. Andonuts is portrayed as a clown of science while the race of MFi Saturnis bears an resemblance to any researcher currently alive and standing in this room. But more damaging by far are the notions that players get from the game. More than 22% of players now believe in UFOs, 37% believe in time travel, and a whopping 86% believe that pizza can be delivered anywhere in the world within 30 seconds. Such beliefs threaten to shake the very foundations of our modern world.

**Exhibit 11**—What you see here is the death of freedom. One sheet of Zombie Power has annihilated an entire population of urban living dead. The survivors have no defense, no chance, no hope



**Exhibit 12**—A nation designed for privacy is exhibiting signs of a breakdown. "You gotta go in," says one doorman. And what do they do in these rooms? "You gotta push in on you first, and sometimes you get beef up."

**Exhibit 13**—Panic! Whores! His unfortunate Jeff Andonuts who took so few and stood all into teenagers, the closer victim atop, if it's a sign that Jeff has no other a killer ventor call a mother!

"Okay, now see me in a city and climb over the gate."



**Exhibit 14**—For decades the responsible scientific community has worked to dispel such ridiculous myths as the existence of huge, creatures with long necks that live in water lakes Ales, that affect the game to waste





# EPIC EXTRA

## SHIGESATO ITOI, cont.

So how does a famous TV host and writer become a video game author? According to Mr. Itoi, it all began ten



years ago when he fell in love with Super Mario Bros. He loved playing the game, even though he admits that he's not very good at it. He thinks the characters and challenges of SMB are great, and he loves Shigeru Miyamoto's creations, but he prefers



to play RPGs. Why? "An RPG is the only kind of game you can put down when you want to get something to eat or go to the bathroom," he joked through a translator. "You can even drop it for months, then come back to the game and keep going."

Mr. Itoi became involved in the EarthBound project when he visited Nintendo headquarters in Kyoto several years ago. He met with Mr. Miyamoto and expressed his interest in creating a different kind of RPG, one that doesn't rely on fantasy elements or science fiction. "I wanted to create a game with real characters—characters whom players would recognize in the people around them."



**Exhibit 15**—EarthBound players not only report seeing UFOs, they also claim to have evidence in their Air Force spokespersons suggest that these deluded people have probably just been abducted by weather balloons.

**Exhibit 16**—The evil genius test tracks the graves of innocent fan. Thanks to EarthBound, every elephant, every sorobot, and every man wearing a scummed jacket will be suspected of evil dungs.



•Master Belch grabbed the "Fly Honey"!

**Exhibit 17**—Fly Honey, a compound unknown to the EPA, is shown here being fed to Master Belch. Could this toxic substance seep into the soil, poison rivers and melt the ice-caps, causing world-wide flooding?



**Exhibit 18**—This venerable Sprout has been alive since the days of the dinosaurs, but domesticated EarthBounders roast it with their PSI Fire. Fortunately, there are continents in the game to cover the appalling lack of taste.

**Exhibit 19**—The carelessness of a myopic individual is no excuse for defacing the desert with the sign Unrestricted Signage. In one of the great epaques of the Twentieth century, Hippo Clean up Legalized.



•I lost a pair of contact lenses in the Dusty Dunes Desert.



**Dear Mom & Dad:** Set on a talking mouse seed. What a surprise! Running low on money. Need a million bucks. Love you, Ness.

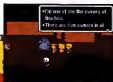
# FOURSIDE, SUMMERS and DALAM

**The promise of exotic, foreign locations seduces unsuspecting players.**

EarthBound holds out the promise of excitement, travel and adventure, but at what terrible cost to the player? Many lose interest in the real world, stopping play only long enough to eat dinner and bathe the dog. Families become divided, husbands and wives fight over game time, children hog the Player's Guide. It's easy to condemn these Bounders as crazed, psychotic epic junkies, but is that really the case? Research has shown that players without any RPG experience are just as likely to succumb to the forbidden pleasures of EarthBound as seasoned veterans.



*Dear Mom & Dad: Hit town last week. Took in a show—the Runway Fall! Also some bad pizza and buried an ice. How's that? Love, Ness*



•For one of the few owners of this box  
•There are five owners in all

**Exhibit 19**—Male slurs conformed a high price, but the indiscriminate slaughter of giant moles must cease. Players inside themselves that it's all a game, but it's no game to those driving, railroad moles.



**Exhibit 20**—Most governments have condemned open pit mining as environmentally indefensible, but EarthBound laughs in the face of sound immigration. Furthermore, all safety precautions are blatantly ignored.



•Miss blind  
•No powder

**Exhibit 22**—The wanton destruction of the Moon-Mars Statue in Moosade is just another example of the mindless thoughtless EarthBound. Do civil and people do some work of art just because it is a piece of art.



•Hello!  
•And... good-bye!

**Exhibit 21**—Business strikes to cover deaths in Moosade. Players report being warped from one world to another just when they were getting to live the place. Enquiries in Moosade is so bad that people say yes when they really mean no.





•Jeff fired  
the Big bottle rocket!

**Exhibit 23**—The use of bombs, bottle rockets and other explosive weapons can hardly be justified by the excuse that they are used in self defense, because characters in EarthBound are never lost.

# EPIC EXTRA



**Exhibit 26**—Only Prince Poo is on a higher spiritual plane in EarthBound, but even his lofty soul will be dropped in the rack by the unspicable events that take place in EarthBound.

**Exhibit 27**—The Hoop Hat of Doom is just one of many instances in which EarthBound glorifies disgusting vermin. Rats, bats, bugs and slugs all either end snarry through out this duplicitous game.

**Mom & Dad:**  
used, thank  
joined exclusively  
at garbage cans.  
could see me  
Ness

**Y**  
**N.E**  
**nd**



**Exhibit 24**—The knowledge of whether a story looks like it's about the place to play, but it's not! It's not serious, but it's not, and it's not! It's not serious, but it's not, and it's not! It's not serious, but it's not, and it's not! It's not serious, but it's not, and it's not!

•Shirovot fired  
Lifoup at!



**Exhibit 25**—EarthBound advocates playing with your food, breaking one of the most ancient taboos known to man. Here we see Ness, Paula and Jeff casually toying with a giant meatloaf before slicing it in the frying pan.

•Jeff fired  
the Big bottle rocket!



•H...h...it...it...it...

**Exhibit 28**—The Krakken, anatomical as a serpent, displays callous disregard for human life in EarthBound. Set the truth is that most mythical beasts are less of a danger to people than a sick bathroom floor.

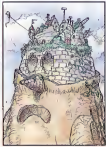
## SHIGESATO ITOI, cont.

After his meeting with Miyamoto, Mr. Itoi met with Mr. Yamauchi, president of Nintendo Company



Ltd., who gave his blessing to the "Mother" project. From there, Itoi teamed up with a company called Ape in Tokyo. Ape is best known for its books on video games, but their artistic talents perfectly matched Itoi's vision for Mother, as EarthBound was called in Japan. He knew from the start that he wanted to do something new and different. "I didn't want to create a game by the numbers," he told us. "Instead of putting the game in a fantasy setting, I wanted to use ordinary places."

The first game was developed for the 8-bit Nintendo Entertainment System, but that version never came out in the U.S. The current version of EarthBound for the Super NES retains many of the features of the NES original, including the sense of humor and artistic style.



EARTHBOUND MAY BE A HAZARD TO YOUR NOSE

# SCARABA, DEEP DARKNESS and THE LOST UNDERWORLD

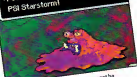
**The end is nigh.  
Repent now!**

The final leg of the journey in EarthBound leads players into such vile and loathsome circumstances that occasion prevents us from detailing them here. Let it be said simply that you will experience horrors like dinosaurs, aliens, time travel and photo albums. In the end, players face the ultimate indignity of losing their **humanity** when they are transformed into robots. What sort of game turns young heroes into mere mechanical droids? Where will it all end? Act now or one day soon you may wake up to discover that you have become a cellular phone.



**Exhibit 30**—The journey into the Scaraba desert without taking proper precautions, or at least an air conditioned Land Rover, may cause players to sweat like pigs and see frightening images following them.

•Poo used his new power, PSI Starstorm!



**Exhibit 31**—This pile of sludge may not be attractive, but surely it deserves better than to be torched by Poo. Who? This game needs a PSI franchise power so that monster and man may live in harmony.



•Jeff tried the big bottle rocket!

**Exhibit 33**—More shocking revelation! Earthbound character Jeff Anderson blasts Electro Specter with illegally obtained bottle rockets, cheating the government out of vital tax revenues.



**Exhibit 32**—Close observations of infected players show that battle fatigue causes people to revolt silently toward common things such as squirrels, ear wax or heavily armed space robots.



**CAN YOU RESIST EARTHBOUND?**



•We made a map for you and looked them up.

Really so treated in Earthbound that these villagers believe that everything surrounding them is a cage. Recurring player's also exhibit signs of false perceptions—wearing their pants on their heads and so forth.



**Dear Folks:** Entered swamp today. Swamp entered shoes and shorts. Poo looks cute in detachable pig nose. Good! Love you both, Ness.



## SHIGESATO ITOI, cont.

When Mr. Itoi was growing up in Japan, he used to watch American TV shows. "Everyone would get together



to watch shows like *Lucy*, *Guns n' n' Flipper*, *The Beverly Hillbillies* and *Twilight Zone*. That was our picture of America—*Father Knows Best* and *Leave It To Beaver*. I love to think of America as a place like that." You can see fragments of that America everywhere in *EarthBound*, from the funny enemies to the manicured lawns. This game, conceived and programmed in Japan, is a tribute to the younger, gentler United States of the '50s.

Mr. Itoi ended our conversation with a comment on the differences between the U.S. and Japan. "In Japan," he said, "everyone strives to be the same, to look the same, do the same things



and even think the same. What I like most about America is that everyone is an individual." This amazingly creative and individualistic Japanese man is already working on his next project—a video game, about fishing.



# THIS BOOK STINKS, TOO

Not only does the game of *EarthBound* reek like some foul creature of the sewers, but Nintendo has made the product even more repulsive with the Player's Guide that comes packaged with the game. Inside the book, you'll find a page of scratch-and-smiff cards bursting with odors from the game. The concept of Smeel marketing reaches a new low with this campaign. Your nose will be offended, your friends will keep you out of their homes and your dog will probably eat the book. Ask yourself, is it really worth it?

## EARTHBOUND TAKES HUMAN TOLL

Yes, it's true that the Player's Guide is an \$11 value, filled with every map and strategy needed for players to complete the game. But its true purpose is to seduce players into the world of *EarthBound*. Once you've entered, you will be caught like a zombie on *Zombie Paper*. How many innocent players have been lost so far? The numbers rise daily. Save yourself while you can. It's, it's, it's coming soooooon!

**SAVE \$15**

# WeaponLord



## A WHISPERED PROPHECY

The Demon Lord Zarak reigns over all the land; the broken remains of vanquished warriors are testimony to his bloody rule. Zarak challenges anyone to stand against him in one-on-one combat. A prophecy foretells of a child born under the blood-red stars of a Warrior's Moon. The fate of the land rests on the shoulders of the chosen one—the Weapon Lord. Damao's pastward-headed, twenty-four-month fighting game is a quar-

anteed hit with street fighting game fans. In addition to an entertaining Story mode, players can spar against one another in either Arcade or Versus Mode. Damao twists the street fighting game theme by equipping each warrior with medieval weapons. While this initially seems like a rerun of an overdone theme, WeaponLord's wide assortment of hidden tricks, special moves and bloody surprises keep players fighting for more.



# WARRIOR TRAINING

A warrior's training is long, arduous, and never complete. Players may select one of six combatants to embark on this difficult journey. Each gladiator possesses a wide variety of unique moves and attacks. Warriors may block, utilize combination attacks and finish foes with

fatalities. Experiment with each character in Player vs. Player mode and determine which combatant best suits your style of play. You can even play as Zarak the Demon Lord—just don't let the other warriors pummel you off your throne.

## The Blocks

Weapon Lord includes a feature that allows fighters to parry or block an onslaught of blows landed by an opponent. If you time this defensive move properly, you won't take any damage. Blows absorbed by a weapon or shield push a character backward. The stronger the blow you inflict, the less prepara-

tion time you need to strike again. Repeated blows to a weapon can weaken it to the point of breaking.



As you parry and block your foe's attacks from a variety of attacks. Parry against your opponent and exploit an opening. Weapon Lord rewards the warrior that demonstrates superior knowledge, skill and timing.

## Multi-Hits

Combinations, or a series of blows landed in quick succession, are big scoring hits in this game. Use combination attacks to keep your opponent reeling until defeated. The best combination attacks are in the form of special moves, but keep in mind that combos leave you vulnerable to a devastating counterattack by your opponent. Learn more about combinations on the following pages.

Consult your game manual or Option Screen for controller configurations.



## Fatalities

Finish the battle for good by gutting or decapitating your opponent—a fate no player wants to lose their head over. Weapon Lord is

full of these final gruesome touches. Players die over fatalities by executing a special move as their opponent hounces to the floor. Death Blows and Death Combos are not for the faint of heart. One glimpse of a rolling bloody skull or spattering entrails can ruin your lunch.

Most fatalities are difficult to enter and require timing, practice, and experience to master. Pushing your opponent into a corner prior to attempting a fatality increases your chances of gory success.



Ewww! Someone lost their head in another Bloody Fatality! Deceitful victors can elect to gut or decapitate their vanquished opponent! Fans of Conan the Barbarian and Red Sonya will feel at home in Weapon Lord's gory and bloody environment.





# KORR

Korr is the future leader of the primitive nomadic Tribe of Zorok. Years ago his twin brother, Kang, was captured during a raid on the village. Now Korr is

scouring the land for his missing brother and the renegade raiding party. His hunt for revenge leaves him deeply embroiled in Zorok's bloody tournament.

## 360

Korr's massive flaming sword is legendary throughout the land. Few moves in the entire arc more intimidating than the barbarian's 360 Air Frisky attack. This lethal aerial display of flame and flesh is useful in stopping air attacks by your opponent. To execute a low 360 Air Frisky, Hold Back Thrust, Toward, Up, Toward. Catch some additional air in a high 360 Air Frisky by holding Back Strike, Toward, Up, Up, Toward.



## Double Over

Also known as the Gut Slash, this deadly special quickly reduces your opponent to gory mush. Press Back, Down Back, Down, Down, Toward, Toward, and Fore Thrust or Fore Strike. Be aware that the opening of this attack exposes Korr to quick thrusts from your opponent.



## Firestorm

Light up the night and your opponent with the Firestorm attack. This flaming sword move is great for landing a four hit combination on an enemy enemy. Hold Fore Thrust or Fore Strike, then press Up, Up, Toward, and Down. This is one of the easiest (and coolest) combinations to learn in the game.



## Power Push

Enemies don't like crowds, and Korr has a unique method for reclaiming his own personal space. Stand close to your opponent and press Toward, Down-Toward, Down, Down-Back, Back Thrust. Another variation of this move is Toward, Down-Toward, Down, Down-Back, Back Strike.



This attack is great for bringing your foe out of your enemy.

## Elbow Smash

Witness the lowest elbow in the land! Getting hit by Korr's bony dome is hardly a laughing matter. This attack is an effective means of stunning an opponent. Quickly press Toward, Toward, Fore Thrust or Fore Strike. When used properly, the force of the blow sends the opposition crumpling to their knees.



## Heart Strike

The Heart Strike is a great reversal move for switching sides with your adversary. Without disarming, Korr leaps high into the air and lands in front of his opponent. Hold Back Thrust and press Up, Up, Down. For a higher jump, hold Back Strike and press Up, Up, Down. Korr is open to a counterattack when he lands, so use this move strategically. Try piling on the route when your opponent is stunned and lying on the ground.



## Double Flame

This is another flaming sword technique utilizing an endless approach in a two-hit combination. Hold Back Thrust or Back Strike, then press Down, Down-Toward, Toward and Down. While not as impressive as the Firestorm attack, this combo will effectively reach a boss and bring low blows from the opposition.



## Tarok Strike

Batter up! Activate the Tarok Strike and knock your opponent deep into center field. Hold Fore Thrust or Fore Strike, then press Down-Back, Down, Down-Toward, Toward. Enter this move after a fatal blow and you might find a very surprise!





# JEN-TAI

**WEAPONLORD**

Once a soldier of fortune, Jen-Tai is a lieutenant in Zarok's dark legion. Favored by the Demon Lord, Jen-Tai is one of the most powerful warriors in the land.

Challengers to Zarok must first defeat Jen-Tai. If the gladiators fail, Zarok ordered Jen-Tai fulfill one last request—to raise her sword against her master.

## Ram Toss

The Ram Toss is a reversal maneuver that lifts uped opponents off their feet and deposits them on their hindquarters. Stand close to your adversary and press **Forward** on **ForceStrike**, **Toward**, **Up**, **Toward**, and **Up**. Take advantage of your maimed enemy by following up with a combination!

## Shield Spike

properly, the Shield Spike move can end a round in two quick moves. Backly **Up**, **Back**, **Toward**, and **ForceStrike** or **ForceThrust**. If Jen-Tai lowered her sword, you need to press the keys faster.



## Aura Strike

The Aura Strike is a frightening BackStrike illuminated by a flickering ball of electric blue light. This move requires both precision and timing. Two **Back**, then press **Down**, **Down**, **Back**, and **BackStrike** or **BackThrust**. While this move looks cool, a regular BackStrike inflicts more damage and takes less time to execute.



## Backhand Blast

No, we're not talking about Andre Agassi's backhand, but after executing this attack, your victim might want to play another sport. This electrical elbow jabs your opponent backward for a minor loss. Hold **BackStrike** or **BackThrust**, then press **Back**, **Back**, **Up**, and **Toward**. This move exposes Jen-Tai to a counterattack, so use it sparingly.



## Down Strike

This move is similar to Korr's Heart strike, and even uses a like or the controller button sequence. Hold **BackThrust** or **BackStrike**, then press **Up**, **Up**, and **Down**. Unlike Korr, Jen-Tai jumps the same height no matter which button is held, but the front end of her blade inflicts damage as she lands on her victim.



## Death Blade

Wanna make a hole in the middle of the opponent's head? The Death Blade move is a perfect example of why Jen-Tai is a true master of her trade. Hold **ForceStrike** or **ForceThrust**, then press **Down**, **Toward**, **Down**, and **Toward**. The sequence can be awkward at first, but the result is worth the effort. Try for a hole in one!

## Back Blade Strike

Use the Back Blade Strike and watch the light show as blue light spins around Jen-Tai. This whirling maneuver is similar to anything falling inside an electric city. Hold **ForceThrust** or **ForceStrike**, **Toward**, **Back**, **Down**, **Back**, **Down**, and **Toward**. Use the Death Blade, this move requires some practice and timing.

## Shield Smash

Opponent too close? Feeling claustrophobic? Unleash the power of the Shield Spike and push your enemy back against the wall! Hold **BackStrike** or **BackThrust**, then press **Down**, **Down**, **Toward**, and **Toward**. When executed properly, this move knocks your adversary's right off their feet.





# TALAZIA

Born high in the heavens, Talazia possesses all the qualities of a bird of prey. She dives into her foes and shears them with avian fury. She entered the

ring after hearing of the pleas and suffering of her people. Talazia's razor-sharp, close-range attacks are feared and admired by all of the gladiators.

## Air Frenzy

With a scream of an angry falcon, Talazia descends onto her hapless victim. Hold Back Thrust then quickly press Up, Forward, and Up-Toward for a low attack. Hold Back Strike then tap Up, Forward, and Up-Toward if you want to dive out of the sun.



## Prey Launch

This move is an upsurge of devastating proportions. Use the Prey Launch to inflict one-way damage and partition sides with your opponent. Close in to your enemy and press Down-Back, Down, Forward, and Back Thrust or Back Strike. Too bad your clumsy opponent can't land like Talazia.



## Falcon Strike

Like the Air Frenzy, the Falcon Strike is another deadly diving attack, allow Talazia the opportunity to dive and drill seamlessly into her prey and foe. Hold Forward Thrust, Up, Up-Back, and Back to execute a normal Falcon Strike. To execute a longer range attack, Hold Forward Strike, Up, Up-Back, and Back. Your opponent's Life Meter will never be the same.



## Reverse Claw

Does your enemy need an uplifting experience? Hold the Reverse Claw and sweep them off their feet. Hold Forward Strike or Forward Thrust, then press Back, Down-Back, Down, and Down-Toward. Just be sure your opposition doesn't counter with a blow at your feet.



## Talon Blade

Once in a while Talazia encounters an enemy subdued with a long weapon that nullifies her Falcon or Air Frenzy attacks. The only real defense in the situation is to maintain distance between you and your opponent. Take advantage of the Talon Blade attack. Tap Back, Down, Back, and the Back Strike or Back Thrust button. The whirling Talon Blade flies as fast as a hummingbird straight into the eyes of your opponent. After all, long column attacks are the next best thing to being there.



## Phoenix Strike

The slashing Phoenix Strike is an elegant attack that looks like a low-flying Air Frenzy. Hold Back Strike or Back Thrust and press Up, Up-Back, Back, Down-Back, Down and Down-Toward. Launch this attack close to your opponent and sweep them off their feet. Chop them into birdseed.



## Air Tear

The Air Tear is similar to the Falcon Strike, but inflicts more damage on the intended victim. This attack is easy to execute. Hold Back Strike or Back Thrust, then press Up, Up-Toward, and Forward. Hold the Back Strike button if you want Talazia to jump higher. After deploying the Air Tear, follow up with a creative combination of your choice.



## Double Talon Strike

The Double Talon Strike is an excellent choice for a clear-range two-hit combination. Hold Back Strike or Back Thrust, then press Forward, Down, and Forward. The controller buttons must be pressed in quick succession, and the attack only requires some practice.







# ZORN

## WEAPONLORD

A thief all his life, Zorn is looking after his own best interests. He entered Zarak's contest with greedy intentions, but now finds himself preoccupied with a

growing hatred for the Demon Lord. Driven by emotion, Zorn backs his way through the arena, searching for additional meaning in his life.

### Hell Grinder

If you played against the computer controlled Zorn, you've probably walked into this spinning buzz-saw attack. Press Back for one second, then push forward and tap the Back Thrust or Back Strike. While the Hell Grinder is a great attack to use when Zorn has his back up against the wall, remember that holding back for one second exposes the warrior to attack.



### Axe Lift

The Axe Lift is a wonderful method for switching axes with your enemy. Close in on your opponent and hold Fore Strike or Fore Thrust, then press Up and Up-Back. When entered correctly, the move lifts your surprised enemies off their feet and sends them crashing back behind you. It's a combination time!



### Flaming Upper-Axe

Use the Flaming Upper-Axe and even the odds against the toughest opponents. This move is easy and quick to pull off. Hold Fore Strike or Fore Thrust, then press Down, Down-Toward and Up. Repeat this burning uppercut until your enemy is backed into a corner. Activate the Axe Lift and return to the onelight!



### Corpse Striker

The Corpse Striker move is a diving attack similar to Zorn's Air Frenzy assault. Hold Down for a second, then press Back Strike or Back Thrust, Up, and Up-Toward. Using the Back Strike button allows Zorn to attack from a higher angle. Watch out for low counter attacks from your opponent.



### Demon Axe

The Demon Axe attack is a great counterattack to utilize when Zorn's attack in a corner. Hold Back for one second, then press Fore Thrust or Fore Strike, Down-Toward, and Toward. When entered properly, the Demon Axe arcs forward in a hot orange flame. Look closely and you can see the magical essence of the demon in the weapon's flame. Unlucky opponent might find Zorn's evil attack too hot to handle.



### Shield Crack

Smart opponents learn to dodge the heavy Axe in Zorn's right hand, but what about the Bone Shield in the left hand? Hold Back Strike or Back Thrust and press Up and Down. The Shield Crack smashes downward in an orange arc, giving the enemy something else to worry about.



### Ancient Axe

While tough to enter, the Ancient Axe is an important long range attack essential for attaining victory in the arena. Tap the following keys in rapid succession: Back, Down-Back, Toward and Back Thrust or Back Strike. Use the Ancient Axe attack to eliminate Zorn's opponents from a distance without taking damage.



### Scream Shield

The Scream Shield is another move that employs Zorn's hideous Bone Shield. There are two variations for this move, allowing Zorn to assault his opponent from a low or high angle. For a knee-high blow, hold Back Thrust and press Toward, Up, Toward. Zorn can crush his opponent from an elevated angle by holding Back Strike and pressing Toward, Up, and Toward.





# BANE

Bane is trapped by a magical force on the Cursed Path, a frozen mountain pass that divides the land. Zarak's spell can be broken if another takes Bane's

place. The disfigured warrior is determined to defeat anyone crossing the mountains. Bane survives, hungry for revenge.

## Iron Fist

Rumors persist that Bane once killed a sabretooth wolf with his bare hands. Anyone on the receiving end of Bane's Iron Fist attack probably believes that story. Quickly press Back, Down Back, Down, Forward, and Back/hold or BackStrike.

The force of the Iron Fist is capable of stopping the advance of any opponent.



## Fang Gutter

The Fang Gutter is a burning blow that yields stunning results. Unfortunately, this move is one of the most complicated and difficult to enter in the entire game. Quickly press Forward, Back, Down-Back, Forward and ForeThrust or ForeStrike.

Muscling this move and adding lethality should be a piece of cake!



## Curse Slam

This overhead sea blow guarantees a headbutt for your adversary. Hold Back/Up or BackStrike, then press Back, Up, Back, Up, Up/Forward in quick succession. Bane begins ahead with a devastating sea blow to the opponent's head. Does anyone have an aspirin?



## The Mutilator

The Mutilator is a primitive version of a pile driver (see over). When entered, Bane lifts his opponent and drags the poor wretch to the ground. Secondary damage occurs when Bane crashes down on top of the victim. To execute, Hold Back/Thrust or BackStrike, then press Forward, Up-forward, Up, and Down. After the move your opponent is stunned—can you think of a good car's bumper?



## Head Rocker

No, we're not talking about that rock 'n' roll action here—but if Bane attended a rock concert, the Head Rocker attack is one reason you want to keep your distance. This powerful head bob lets enemies off their feet and temporarily stuns them. Quickly press Forward, Down, Forward and Back/Thrust or BackStrike, Rock and Roll!



## Berserker

Round and round he goes, reding survives Bane's score size blow! Enter the Berserker move, call ready a red transform Bane into a spinning top! Hold ForeThrust or ForeStrike, then tap Back, Forward, and Up/Forward. Use this move to push your victim back into a corner.



## Cursed Kick

Trick or treat! Sweep Bane's feet! Kick up some dust with the Cursed Kick. Hold ForeThrust or ForeStrike, then press Down-Forward, Down-Back and Forward. Nothing quite like the sensation of feeling your enemy's nose being crushed by the heel of your foot!



## Hammer Blast

Great balls of Fire! Sweep the opposition out of the way with a fast, ground-pounding Hammer Blast! Hold Fore/Thrust or ForeStrike, the press Up, Back and Down. Anyone standing too close can for a hot foot.



# DIVADA

WEAPONLORD

A deceptive Sorceress, Divada lures her opponent into a false sense of overconfidence. This ruse vanishes as Divada teleports behind you and cleaves you with

her Twin-Bladed Staff. Like her mysterious spells, Divada is an enigma in the arena—no one has lived long enough to learn her motive for fighting.

## Heel Kick

Wake up and smell the boot leather! The Heel Kick is a great move to use when you need your position, all space. Press Toward, Toward, Fore/Thrust or Fore/Strike. Be on your guard—the Heel Kick leaves Divada open to an easy counterattack.

## Hell Deflect

Make the competition think twice about their next move—use the Hell Deflect to send a clear and deadly message. Hold Fore/Thrust or Fore/Strike, then quickly press Back, Down and Toward. This move requires practice, but is worth the effort.

## Soul Drill

Carve new into your opponents and make their whole! This attack is effective for changing sides with your adversary and inflicting damage at the same time. Quickly press Back, Down/Back, Toward and press Back/Thrust or Back/Strike. Use the Back/Strike button gives Divada more altitude during her attack.

## Soul Displacer

Teleport here! Beware a sorcery is one of the primary weapons in her lethal arsenal. Teleport behind your enemies for a quick stab in the back! Hold Back/Thrust or Back/Strike, and rapidly press Up, Up and Up/Forward. You're outta here!

## Power Flip

The Power Flip is a pushing downward slash in the face of your enemy. Using this attack forces your enemy into evasive action. Hold Back/Thrust or Back/Strike, then tap Up, Up, Toward, and Down. Repeat this pattern until your opponent is reduced to ribbons.

## Death Whirl

The Death Whirl jabs Divada's Twin-Bladed Staff straight at the heart of the problem—your toehold opponent. Press Toward, Down/Back, Down, and Fore/Thrust or Fore/Strike. Time

this move is a sequence with other attacks and you'll discover an unbeatable combination.

## Psycho Blades

Go psycho with the Twin-Bladed Staff. The Psycho Blades move is one of the most at and lethal combinations available to Divada. Convert the sorceress into a swirling dervish of death and doom. Strike quick-to-combat. Hold Fore/Thrust or Fore/Strike, then press Up, Up, Toward, and Back. Watch out for your opponents' mental casualties attacks.

## Ground Blast

Slow your frustrated opponent right off their feet with a couple waves of your hand! Teach the fiends that they can't mess with the land. Hold Back/Thrust or Back/Strike, then press Up/Back, Back, and Down. While your opponent is stunned, follow up with a lightning sorcery attack—combustion, anyone?





# ZARAK

Half demon and half spider, Zarak weaves an evil web, trapping helpless souls that fall in his arena. Zarak possesses

the largest variety of deadly attacks to throw opponents off balance. Demons don't have to play fair.

## Power Vault

Zarak finally gets a lock out of destroying the movie foods that populate his arena. This move will simply launch Zarak off of the Gullotine and land first into an opponent. Press Back, Down-Back, Toward and Fore-Thrust or Fore-Strike. Follow this stunning blow with a close range attack.



## Power Slice

Take a big slice out of life—your opponent's life! The Power Slice is a powerful, high-arc, overhead swing that wipes out a large portion of your enemy's life bar. Hold Fore-Thrust or Fore-Strike, then press Up, Up-Toward, and Back. An eerie blue light radiates from the Gullotine as it crashes down on its victim.



## Warp Spider

"Kill it" orders the Demon Lord. A flash of magical light blinds a hole in Glastar and huge spider flies across the arena. The spider lands on the victim's chest, sucking life straight from the victim's heart. Hold Back-Thrust or Back-Strike, then Up, Back-Up, and Back to unleash this evil spell. Keep repeating the attack until your opponent jumps out of the way.



## Widows' Grip

Ah, the tangled webs Zarak weaves... this attack grips your enemy and sweeps them off their feet! The Widows' Grip works best when your opponent has trapped you in a corner. Hold Back for one second, then press Back-Thrust or Back-Strike, Down-Toward, and Toward. This move is both tricky and sticky, requiring practice to master.



## Ballotine Strike

Leap high into the sky and crash down on weak mortal foes with a Ballotine Strike. This attack transforms Zarak into a flying food processor—and your opponent is invited for lunch! Execute the move by pressing Down for one second, then tapping Back-Thrust or Back-Strike, Up, and Up-Toward. Nothing can hide from the brutal might of the Gullotine.



## Web Rip

The Web Rip is an eerie magical attack that creates a lethal blue web capable of tearing the life away from your opponent. Like the Widows' Grip, this move is useful when your enemy traps you in a corner. Hold Back for one second, then press Fore-Strike or Fore-Thrust, and tap Toward. Ouch! What a rip-off!



## Inferno

Use the Inferno attack to give the clueless opponent a taste of what is waiting for them on the other side. This move engulfs the area around Zarak in flames, damaging anyone stupid enough to approach the mighty Demon Lord. Luckily, press Toward, Down-Toward, Down-Back, and Back-Thrust or Back-Strike. Barbecue ribs, anyone?



## Chaos

Get ready for combos from H—well, you know, Zarak's a demon, right? The Chaos move is one big reason why the Demon Lord is the master of the arena. Hold Back-Thrust or Back-Strike and press forward, Up, and Up-Foward. The spinning blade of the Gullotine is too much for any normal human. Watch the pitiful gladiators cower behind their pathetically weak weapons.



The most successful fighting games contain hidden tricks and extensive features. In their bid to create a hit, the designers of *WeaponLord* have packed tons

of unique moves and effects. While you'll need to experiment and discover many of the coolest moves, the following killer attacks can help you get started.

## Korr

### Batter Up Fatality

Born in another time and another world, Korr might have made it to the big leagues as a power hitter. Unleash this bad boy of summer as your opponent begins to hit the ground for the final time—nail the victim with a Back Thrust, then press Fore Thrust or Fore Strike, Down-Back, Down, Down-Toward and Toward. It's going... going... going... back to the wall, that head is outta here!



### Sky High Gut

Korr likes to get the last laugh by dropping in on his dying opponents. As you finish your reeling victim, launch into a Heart Strike by holding Back Thrust or Back Strike and pressing Up, Up, Down. A gut move! What a belly laugh!



## Jen-Tai

### Gut-Move

Talazia doesn't hate anyone's guts—in fact, she prefers to see guts everywhere. As your opponent's life hangs by a thread, execute a low Air Frenzy by holding Back Thrust and tapping Up, Toward and Up-Toward. Talk about losing your lunch!



### Skin the Skull

As a true bird lover, Talazia always hated the human practice of deboning a roasted fowl. Now she's cooked up her own variation of the technique. Just prior to wiping out your opponent, press Back Thrust, Up, Toward and Up-Toward to launch into an Air Frenzy. When timed perfectly, Talazia reveals her morbid trick. Who wants the wishbone?



## Zarak

### Web Cocoon

Once trapped, a spider's prey is wrapped in a sticky cocoon. Inspired by a Black Widow spider, Zarak developed a cruel variation on this theme. Get close to your dying victim and press Toward, Down-Toward, Down-Back and Fore Strike or Fore Thrust.



### Make Your Move

Are you ready for the arena? While this article provides you with a basic overview, you need to keep playing to find more finishing moves, haircuts, and major combinations. The *DemonLord* awaits a challenger. Can you free the land?



While Bajor slides toward anarchy, a Cardassian plot is hatched aboard Deep Space Nine in Playmate's long-awaited *Star Trek: Deep Space Nine—Crossroads of Time*. The adventure begins with Commander Sisko aboard the station, but you'll soon find yourself piloting a runabout through the wormhole, dodging phas-



# STAR TREK

## DEEP SPACE NINE

### CROSSROADS OF TIME

er fire on Bajor, and hurtling back through time to one of the most dire events in Federation history. Through it all, you'll piece together a compelling mystery that seems to come straight from the hit Paramount TV show.

© 1999 Playmates Interactive

## YOUR CREW

Each crew member contributes valuable information and skills, and Playmates Interactive Entertainment has captured the essence of the DS9 characters in the

plot and dialogue. Not only do you meet the main characters from the TV show, you also get to command many of them.



#### COMMANDER BENJAMIN SISKI

Sisko took command of DS9 after the disastrous battle against the Borg at Wolf 359, a tragedy that may influence the trouble at hand.



#### LIEUTENANT JADZIA DAX

SJK called "Old Man" by Sisko, Dax combines the experience of a 300-year-old symbiote and the energy of a youthful host body.



#### DOCTOR JULIAN BASHIR

Bashir has much in common with another empathetic Starfleet medical officer, especially when it comes to solving a medical mystery.



#### CHIEF MILES O'BRIEN

Having also served with distinction aboard the U.S.S. Enterprise, O'Brien faces such technical crises with professionalism and poise.



#### ODO

Though Odo thought himself alone in the universe, this gell security officer has found a home and friends on Deep Space Nine.



#### MAJOR KIRA NERYS

As a Bajoran citizen and former member of the Bajor underground, Kira has the biggest stake in the events that are unfolding.



# STEP BY STEP

STAR TREK  
DEEP SPACE NINE

Much of the game is spent exploring the DS9 station and the planet Bajor, gathering information and performing various tasks under a time limit. There are three difficulty settings, but the most challenging

aspect of the game may be the finicky play control. The maps and numbered tips in this review should help you beat the timer. Passwords are given out at major points along the way.

## MISSION ONE

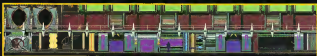
A Cardassian warship has docked for shore leave just as the political situation on Bajor is reaching a boiling point. On top of this, someone has planted explosives around the station's docking area. Coincidence? Sisko doesn't think so. Find the grenades and eject them before time runs out!



- 1 - GO TO SECURITY
- 2 - TALK TO ODO
- 3 - TALK TO DAX
- 4 - GO TO PYLON 3
- 5 - FIND PHASER
- 6 - EJECT 3 GRENADES
- 7 - SHOOT THROUGH WALL
- 8 - EJECT 5 GRENADES
- 9 - EJECT 5 GRENADES
- 10 - EJECT 5 GRENADES
- 11 - SHOOT THROUGH WALL
- 12 - GRENADE(1) IN TUBE

### SOMETHING'S FISHY

Talk to Odo to get an assessment of the current situation. It's best to make the rounds of the major characters whenever you uncover a clue or piece of information. They may have new insights or relations you weren't aware of.



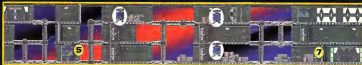
### HAVE A CHAT

Quark plays the fool, but his keen eyes (and ears) miss little. The visiting Cardassians have suddenly returned to this stop. Is there something sinister going on? A visit to Pylon 3 may shed some light.



# MISSION ONE ,CONT.

## 6 SECTION 1



### SOMETHING ISN'T RIGHT

You find a stowed crowbar in Pylon 3, and a quick search reveals Ejectors planted below ground. Use the com panel on the wall to check your location or a map, grab the phone, then begin your search for the grenades. Besides the overall time limit, you must eject each grenade within 20 seconds of picking it up. Make sure there's an ejection tube close by before you grab a grenade!

### START FROM THE TOP

Start your search at the top of the chambers. The blinking grenades will be out in the open, and a display will appear at the top of the screen whenever you're close to one. The Ejector sub-tours will not take kindly to your inter-lure stop, so be ready to step them with your phone. Though they can't harm you too much, a fall from the top of a platform may wipe out most of your life bar.

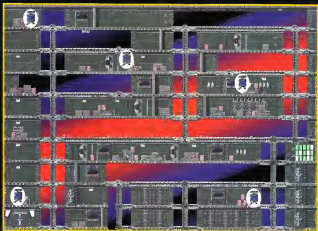


### GOING DOWN?

Use the turbolifts to move around quickly. Press and hold the A button, then use the control pad to move up and down. You can also climb up and down the edges of the platforms, if there's no turbolift. Some of the drops may be too long, so long jumps before letting go, just to make sure it's safe. Since the notes get more complicated as you progress, be sure to note where the ejection tubes are located as you race around the pylon.

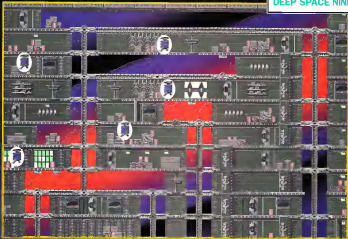


## 8 SECTION 2

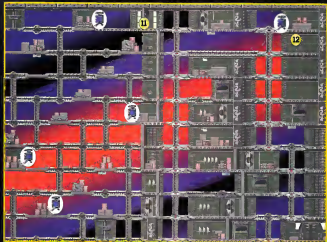




9 SECTION 3



10 SECTION 4



# MISSION TWO



The crisis has been averted, and it's time to gather clues. Gul Gurgey is less than enthusiastic when he hears about the foiled sabotage attempt on the station, but Sisko has more to worry about than a disgruntled Cardassian commander. In the meantime, Odo has discovered that the saboteurs belong to a radical group called the Redemptionists. Their trail leads to the Gamma Quadrant, and Sisko orders Major Kira to take a Runabout and follow the Redemptionist ship into the Wormhole. The Redemptionists are said to reject traditional Bajoran culture, but what is their purpose in damaging DS9 and making an enemy of the Federation?

- 1 - TALK TO ODO
- 2 - TALK TO GUL GURGEY
- 3 - TALK TO QUARK
- 4 - TALK TO GARAK
- 5 - TALK TO MAJOR NERY'S
- 6 - FLY RUNABOUT



## 6 FLYING THE RUNABOUT

Maneuver the Runabout and avoid the energy rings while keeping an eye on your shield power gauge. Once you're in the Gamma Quadrant, use the photon torpedoes to destroy incoming asteroids and disable the Redemptionist ship.



# MISSION THREE

Comander Sisko and Dax return from the Gamma Quadrant with two Redemptionists, but before they can be questioned, Comander Sisko is caught up in another crisis as Kal Opaka is kidnapped. The

Redemptionists demand that Sisko personally negotiate for the Bajoran religious leader's release. Talk to everyone before you beam down to Bajor, in case there's some information you can use. Forewarned is forearmed!



## RATS AND

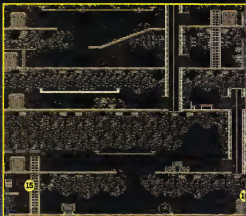
Armed with a plasma, you plant and begin the search. Since every hour is crucial, cross your path.



## THE DOORS

After a dash across a courtyard, you stand in front of the control panels and activate the electronic locks. Each of these combinations. The maze will open of redorganic caverns.

- 1 - TALK TO MAJOR NERY'S
- 2 - TALK TO GARAK
- 3 - TALK TO O'BRIEN
- 4 - TALK TO ODO
- 5 - TALK TO DAX
- 6 - FLY TO BAJOR
- 7 - FIRST LOCK, BOTH HEADS
- 8 - SECOND LOCK, THREE HEADS CLOSEST TO THE DOOR
- 9 - THIRD LOCK, EVERY OTHER HEAD
- 10 - FOURTH LOCK, TWO HEADS ON THE BOTTOM
- 11 - TALK TO KAI OPAKA
- 12 - DISABLE FAN
- 13 - DISABLE FAN
- 14 - GET CARD KEY ONE
- 15 - DISABLE FAN
- 16 - GET CARD KEY TWO
- 17 - GET GRENADE
- 18 - BLOW UP FORCE-FIELD
- 19 - BLOW UP GENERATOR
- 20 - GET OUT FAST!
- 21 - BLOW UP REPLICATOR

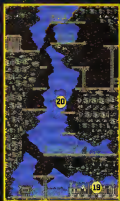


## HUGS

Keens down to the job for Kai Opaka and Bajram that



er a maze of corridors  
reas up as the control pod  
nt of doors will take a dif-  
tantly lead you to a system



## OH YES

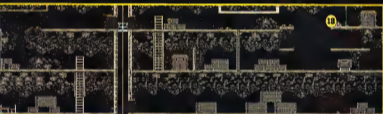
A lot of clues begin to c  
is more to this mystery o  
cal change. Just as the  
Opaka helps Sisko find





## UPHILL CLIMB

You'll soon find Kai Gyaku in the caves, but that's not the end of the mission. You've got to cripple the Federationists' ability to wage war, and that means destroying their power source and manufacturing capability. This stage will require a lot of exploring and backtracking.



## , THERE'S MORE!

...ome together, and Sisko realizes that there  
han a group of Bajorans agitating for polit-  
conspirators unleash their final attack, Kai  
the path to defeat the true architects of the  
conspiracy and save the

station. Unfortunately for the  
commander, this means reliv-  
ing the greatest tragedy of his  
life: the destruction of the  
U.S.S. Saratoga and the death  
of his wife at the hands of the  
Borg! These final stages  
come closest to capturing the  
drama of the TV show. It's a  
race against time to rescue  
Commander Sisko's son, Jake,  
and to recover the technical  
data that will save Deep  
Space Nine!



# PRIMAL RAGE



Coming Soon To Your  
Super NES From  
Time Warner Interactive





**NINTENDO**  
**POWER**

© 1997 Nintendo. All Rights Reserved.  
Nintendo Game Boy Advance is a registered trademark of Nintendo.  
The Game Boy Advance logo is a registered trademark of Nintendo.



# EPIC CENTER

## CONTENTS

- *Epic News*  
Page 35
- *Chrono Trigger*  
Page 36
- *Rise of the Phoenix*  
Page 38
- *Strategies:  
Illusion of Gaia*  
Page 44



Tecmo Secret of the Stars may not be for everyone, but if you are new to RPGs, or would like an easy RPG romp, look for this newbie in the next month or two.

## P.T.O. II HEADING FOR PORT

Koei reports that P.T.O. II is steaming full speed ahead for a release this fall, probably in November. The team at Koei has also provided a list to Epic Center of the changes that have been made between the original P.T.O. and the new naval war strategy game.

Here are some of the stats for P.T.O. II: 24 megabits, battery-backed memory, one or two players, three campaigns and seven short scenarios, 100 of fliers, 120 types of warship, 60 types of planes, 20 types of subs, and 10 types of tanks. The map is twice as large as the P.T.O. map and now includes India, Australia, and the U.S. Atlantic coast along with 70 bases and 100 posts. All this plus upgraded graphics should make P.T.O. II the ultimate war sim for the Super NES.



## TECMO ENTERS THE WORLD OF RPGs

When Tecmo showcased its new RPG last winter at C.E.S., the game had no finished title. Now, Tecmo has finished development and dubbed the new adventure *Secret of the Stars*. Tecmo sees this game as an introductory RPG. They are right on target. The game play will remind veteran adventurers of the first Dragon Warrior game, and they may not find enough innovation, story or challenge to keep up their interest. The characters and environment all have the stripped-down, blocky appearance of Dragon Warrior and early RPGs.

The strength of Stars lies elsewhere in the simplicity of play. Novices to the RPG category won't have any trouble picking up on the flow of this game right from the start. You begin your quest for the Crest of Stars already equipped with a knife and cloth suit (the weakest form of armor) and the initial messages leave no doubt as to what you should do next or where you

should go. Enemies on the island where you begin the game are also suited to a novice player. The goal of the game is to become an Aquillion Knight and defeat the evil Homcruse, Ruler of Darkness. Although the story may not break new ground, it is straightforward and gives a player a good grounding in basic RPG game flow.

One of the user-friendly additions to Secret of the Stars is the Explain option. If you choose Explain when you enter a shop then select an item, a message appears describing how to use that item. You'll also find friends to help in your quest. Unlike most traditional RPGs, the friends are controlled individually and not as a unified party. This means that you have to go back and forth between characters. You must also build up the experience levels of characters individually. This makes for a lot of repetitious back-tracking, but it also means that you don't keep all of your eggs in the basket.

# CHRONO TRIGGER

A NEW STANDARD FOR RPGs

*Square Soft will increase the stakes in the role-playing world this summer when Chrono Trigger is released in the United States. Epic Center took a look at the Japanese version of the game to give you a sneak peek.*



## A NEW WORLD ORDER

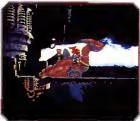
Chrono Trigger makes dramatic improvements in graphics and sound over just about every previous traditional RPG, including Square's Final Fantasy III. With larger characters and beautiful artwork designed by famed cartoonist and video game artist, Akira Toriyama, Chrono Trigger sparkles on the screen. Mr. Toriyama's video game fame comes from his character designs for Dragon Ball Z and the Dragon Quest series. Even the over-



world views pack in the detail, whereas most RPGs reserve the fine points for interiors. Your first hint at the visual feast that will follow comes from the introduction, where a beautifully rendered pendulum swings back and forth. The ensuing cinema scenes are nothing short of breath-catching. Square Soft added to the

developmental punch of Chrono Trigger by bringing in another Dragon Quest veteran, Yuji Horii, who

created the game stories for Enix's popular RPG series. The third jewel in Square's crown was Hironobu Sakaguchi, the game designer responsible for the Final Fantasy series. Add to this a fresh and innovative sound track (planned to become a CD in Japan) and you have a

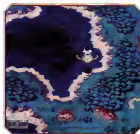


masterly combination. The success of Chrono Trigger's success release in March testifies to the merits of Square's game plan—two million Super Famicom Game Paks sold in two months.



## ■ A SNAP SHOT

After entering your name, the view switches to a cinematic flyby of a port city before switching to your character's home and the beginning of the game. The story itself is pretty vast, but as the name suggests, it involves time and time travel. Chrono, the main character, must move forward and backward in time during his many missions. To help out, he needs a time machine, which he finds in the distant future. At the beginning, when you first go outside and begin wandering about the city, you'll be attracted to the market in the north. Here you'll find one of the most colorful collections of pavilions and characters ever put into a video game. You'll also meet your first companion here, a princess who has lost her



necklace. Exploring further, you'll find an exotic concert underway. There's even a tournament against a robot in another corner of the market and a test of strength elsewhere. The sense of a large, fully-imagined world comes through loud and clear even at this early stage, and it only grows stronger the further you go in the game.

## ■ THE PLAY IS THE THING

At first glance, a lot of players make the mistake of thinking that Chrono Trigger follows in the footsteps of Secret of Mana. There are some similarities, such as gathering a party of three characters and fighting in an overhead perspective. But the fighting itself falls firmly into traditional RPG style with menu commands for attacking, using magic and items. Both the hero and enemy characters are animated during battle moves.

Although you have no direct control of the action, it looks great and adds a cinematic feeling to the game.

The story is huge—another 50-100 hour RPG—and it includes ten different endings. One unique aspect of the multiple endings is that you can use your built-up character when you begin playing through the game for a second or third time. Not only does that speed up the subsequent games, it allows you to check out things you may have missed in an earlier game. The battery-backed memory and three memory files make the long game easier to play and share. The game flow takes unexpected twists and turns like the story in Final Fantasy III. Your characters can split away from the party, and you get to decide which paths to follow when the plot branches. In battle, characters can make combo moves wherein one character enhances the fighting move of a companion. Although you

control only three characters at a time, you can switch between standby characters at any time to customize your party. Another innovation is the game-within-a-game concept. At one point, Chrono must race a villain on futuristic motorcycles, and the player can see the perspective for the race—front, behind, side view, etc. All this variety in the game enhances the basic play, which includes traveling in the overworld, visiting towns and castles, and collecting story clues from minor characters.



## ■ CHRONO AND EVERMORE SWAP

The latest release date news is that Chrono Trigger and Secret of Evermore will flip flop on Square's release calendar. Chrono Trigger will now be released in August and Evermore will follow in October.



# RISE OF THE PHOENIX

**WHO WILL RISE  
FROM THE ASHES OF A DARK WAR  
TO BECOME THE GOLDEN  
EMPEROR OF ALL CHINA?**

**A SAGA  
OF  
FIRE AND FATE**

Despite the video game market's emphasis on action, Koei has a corps of fiercely loyal simulation fans who spend many late nights directing vast armies, building international airlines or otherwise deciding the fates of millions. Rise of the Phoenix is but their latest effort detailing one of the many civil wars of ancient China. The object is, of course, to defeat or ally with other generals and officials to become emperor.

Will you be powerful Xiang Yu or wise Lu Bing? Aspiring emperors can choose to play against the computer or a human opponent.





## THE BASICS OF COMMAND

Though simulations may seem intimidating or confusing, game mechanics are often simpler than they first appear. With practice, patience and some help from this review, you may find Rise of the Phoenix an engaging alternative to the latest shooter. To start with, the game is played in alternating turns, with each turn broken down into two main phases: Move and Plan.



### MOVE

Choose the Move option on the main menu to bring up a list of commands. Use one of these commands to direct your troops around the map: March, Seek and Rush.

#### ON THE MARCH



Move your divisions across the map to protect your cities, attack enemies or help allies.

#### INTO BATTLE



If your unit is adjacent to an enemy division, the Attack command will appear as an option.

#### AT THE GATES



If an attacker or defender occupies a city, the battle will be fought along the ramparts.

### PLAN

The Plan phase is dedicated to directing officers and relations with other rulers. You may find that some commands are more useful than others.

#### ORGANIZE & DELEGATE



Use your generals to administrate cities and conduct battles, according to their abilities.

#### FARM & BUILD



Farming and Building increases Loyalty and Respect levels, food supplies and city defenses.

#### DIPLOMACY



Use the Ally command to ask other generals to join you.

# TROOPS IN THE BATTLE FIELD

WE'LL DEMONSTRATE SOME BASIC STRATEGIES USING XIANG YU'S TROOPS, BUT THESE WILL HELP YOU PREPARE FOR THE CHALLENGES OF RULE, NO MATTER WHICH RULER YOU CHOOSE.

## STEP 1: KNOW YOUR ENEMY

One of the first things you should do is find out your opponent's strengths and weaknesses. Use the map screen to locate enemy troops, cities and allies at any time. Xiang Yu's units and allies are white and light blue, while Liu Bang's forces and allies are red and pink. Neutral or "free" cities and soldiers are colored dark blue.



The squares mark cities and the flags mark troops. At this stage of the game, Liu Bang's forces (called "the Han") control two cities.

## STEP 2: REORGANIZE TROOPS

Now it's time to take stock of your generals. Each is rated in several categories, the most important of which are Skill (in battle), Charm and Negotiation. A general with a Skill of 80 or more gives troops a longer Move range and increases their odds in battle, while one with great Charm achieves better results with domestic commands like Farm and Build. A general with good Negotiation skills should be placed in the same unit as your ruler. This person is the logical choice to carry out the Ally command, which only the ruler's unit can use.



Unless you have a surplus of them, place no more than one Skillful general in a division.



Here is a really good general as you can see. Generals should stay in cities to oversee that growth.



## 206 B.C. XIANG YU'S GLORY

- |                |                |                |
|----------------|----------------|----------------|
| 1. Nan Zheng   | 14. Jiang Lin  | 27. Ping Yuan  |
| 2. Chen Gang   | 15. Goung Wu   | 28. Cheng Yi   |
| 3. Fei Qiu     | 16. Yang Yang  | 29. Sui Yang   |
| 4. Xian Yang   | 17. Yang Di    | 30. Pei        |
| 5. Gaoan       | 18. Jing Kou   | 31. Shou Chuan |
| 6. Li Yang     | 19. Xiang Gao  | 32. Liu        |
| 7. Ping Yang   | 20. Gouge      | 33. Lin Zi     |
| 8. Wuguan      | 21. Du         | 34. Gao Mi     |
| 9. Jin Yang    | 22. Ju Lu      | 35. Peng Cheng |
| 10. Hangu Guan | 23. Wai Huzang | 36. Gu Xia     |
| 11. Cheng Gao  | 24. Gu Ling    | 37. Wu Jiang   |
| 12. Luo Yang   | 25. Zhu        | 38. Xu Chi     |
| 13. Wan        | 26. Ji         | 39. Hui Ji     |



## STEP 3: MOVE OUT

You won't know anything about the enemy as the game starts, so skip the first Move phase, then check enemy positions and organize your troops in the Plan phase. From the second turn on, you can move your army accordingly. Be sure to Stock divisions with enough gold and food.



Always check the map for enemy and allied movement and positions. Try to find them off at the post!

# TROOPS AT HOME

TROOPS IN THE FIELD GUARD THE CITIES, WHILE TROOPS AT HOME HELP GROW FOOD, BUILD A HEALTHY ECONOMY AND DEVELOP A STRONG CIVILIAN POPULATION.



## STEP 1: FARM AND BUILD



Larger cities will produce more food, gold and soldiers for the war effort.

To help your cities and protect your cities and conquer new territory, they can't survive on their own. Using the Farm command not only provides you with more food to feed them, it also helps increase the civilian population and strengthen the economy. The results

are more candidates for the military draft. Both Farm and Build will also help increase a city's Loyalty rating. A city with a low Loyalty rating will not grow properly.



Both Farm and Build will also help increase a city's Loyalty rating.



Check a city's statistics on a regular basis to monitor its progress.

## STEP 2: REGULATE THE DRAFT



The more people you draft, the more Loyalty will go down. Can you risk it?



As you begin to wage war, you'll need to replace fallen troops by drafting people from your cities. The drawback is that using the Draft command decreases a city's Loyalty. Build up a city's population, then Draft only a small percentage of the people at a time. Alternate Draft with Farm and Build, and allow the Loyalty to increase before drafting again.

Never draft an entire city's population at once. One fourth is a good ratio.

## STEP 3: NEGOTIATION

While some may rely on military conquest to achieve their goals, alliances can accomplish many of the same tasks without the effort or bloodshed. Besides providing help in battle, allies may also give you food and gold when you need it. Never stop trying to find new allies.



Xiang Yu starts the game with two B-rated Negotiators. Try to recruit the A-rated general that appears later.

# ONCE MORE INTO THE BREACH

**NOW THAT YOUR CITIES ARE STRONG AND YOUR ARMIES PREPARED, IT'S TIME TO CHALLENGE YOUR OPPONENT FOR CONTROL OF THE NATION. HERE ARE SOME BASIC BATTLE STRATEGIES.**

## STEP 1: MARCH, SNEAK, RUSH



Use the **March** command to move your troops to a new position.

The **Move** phase gives you the option to **March**, **Sneak** or **Rush** your troops to new positions. You can **March** a division up to 3 or 4 squares, depending on the commanding general's **Skill**. **Sneak** allows you to move unseen by the enemy, but only up to 2 squares. **Rush** allows a unit to cross 4 or 5 squares, but their **Spirit** (morale) and **Seamata** will decrease. If a unit ends its movement phase next to an enemy, they will be given the option to **Attack** and start a battle.

It's best to use the **Rush** command only for extreme emergencies.



## STEP 2: SPY AND SEEK

The **Spy** command can only be used by the **Spy** unit, but it can be used to gather intelligence on the enemy's strength before a battle. If you suspect an enemy unit is nearby, the **Seek** command can help you locate any enemy units nearby.

Use the **Seek** command to find out where the enemy is. You can also use it to find out where the enemy is.



## STEP 3: SUPPLIES AND LOYALTY

As long as the roads between your cities and troops are clear and controlled by you, you can automatically supply your army with **Gold** and **Food**. If the roads are blocked or a key city has been taken over by the enemy, you may not be able to pay or feed your men!



The white lines are Xiang Yu's supply routes, and the red are Liu Bang's.

Take over the city to stop supplies from flowing between the city on the left and those on the right.



You can get the same effect by blocking a road. Stopping supplies is a great way to weaken an enemy unit prior to an attack.

Keep an eye on each city's **Loyalty** rating. If it slips below 50 points, you run the risk of the populace revolting if your troops leave the city.



What's the use of taking over the country if people won't follow you? Keep the citizens happy!



The ruler can lose a Feast at the city. This will raise Loyalty, but it can get very expensive.

## STEP 4: STOCK

Once your supply lines are secure, be sure to **Stock** divisions with essential items. This helps maintain all their stats. Besides providing **Gold** and **Food**, you should buy **Armor** to increase your army's battle strength.



Always request supplies. Avoid raiding a city, as this decreases Loyalty.



Armor can make smaller units more effective and help you overcome an enemy with more soldiers.



Building up a large **Food** and **Gold** supply allows you to fight for quite a long time.



# DOWN AND DIRTY

**YOU GLARE ACROSS THE FIELD OF BATTLE  
—AND GIVE THE ORDER TO ATTACK!**

## STEP 1: FIELD BATTLE



Keeping your units together lends them greater strength.



The enemy can't count on attacking an Arrow attack.

Defeat an enemy general in a Duel to decrease their Spirit before the main battle.

When gathering your troops for an attack, combine two or three divisions into one unit for greater strength. For example, your odds of winning are better when attacking with 6,000 soldiers all at once than when launching three separate attacks with 2,000 soldiers each. Once the battle begins, try to surround the enemy and hit their flanks where they're more vulnerable.



An enemy unit may occupy a city or retreat to it. Check the city's status to determine your tactics. If the City Gate (Defense Level) is high, then concentrate on Arrow and Rock attacks to defeat the soldiers along the walls. If the Defense is low, concentrate on Gate attacks to gain entrance to the city. The enemy has the advantage of the high ground, so don't blurt your attack by switching tactics too often. Night battles are especially risky.



If you're the city defender, you can draft reinforcements before an attack.



Choose one major tactic and stick to it.



A night battle could easily spell disaster!



Your army's Spirit could mean the difference between victory and defeat!

## A CLASH OF TITANS

Which ruler has a better chance of winning? That depends largely on YOUR knowledge and skills.

### XIANG YU



Xiang Yu's martial skills are second to none. With his ferocity balanced by the wisdom of his adviser, Fan Tong, he may be an unstoppable force!

### LIU BANG



He's not the warrior that Xiang Yu is, but with his superior Charm, Liu Bang can enlist the best generals in the land to help him become Emperor!

# STRATEGY

Grab your sword, shield and Nintendo Power Magazine before you head into battle! Lose any one of these and your adventure could be over!



While we have covered most of the tougher areas of Illusion of Gaia in past issues of Nintendo Power, players are still getting stuck in places. This month's Epic Center gives you step-by-step help through the Sky Garden, and lists the locations of all the Red Jewels in the game!

## ■ The Sky Garden

Once you have discovered the Sky Garden above the Nazca Plains, the Moon People will tell you of the four crystals that are hidden in the flying fortress. In order to locate the evil demon that is protecting the second Mystic Statue, you must find all four of the Crystal Balls and place them in the slots located in the central plaza of the Sky Garden. Finding the Crystal Balls is tricky, so be ready to fight some monsters!



After you solve the mystery of the Nazca Plains, you'll be whisked to the Sky Garden.



Talk to the Moon People in the Sky Garden to learn their secrets.

## ■ The First Crystal Ball

From the central plaza of the Sky Garden, take the upper right exit. Defeat all

of the enemies that you can reach, in this area, then work your way up and to the right, to a room with eight winged statues. Walk all the way down and drop off of the edge to enter the Back Garden, then defeat



Walk all the way down past the winged statues and drop off the edge to find the Back Garden.

all of the enemies as you work your way to the lower right corner. Drop through the gap in the wall to return to the Sky Garden and open the chest to receive an Herb. Jump back through the gap to the Back Garden and work your way left to the next gap in the wall. Drop down to the Sky Garden, defeat the enemy and open the chest to find the first Crystal Ball.

## ■ The Second Crystal Ball

When you return to the central plaza, take the exit in the lower right corner. Defeat the four enemies, work your way to the lower left corner of the area,



Defeat the Knight's Sword if they stop the statue away from the edge with the L or R Button.

climb the ladder, then run down the hill. You will fly across a wide gap and land near a statue that is holding a large sword. Walk up to the statue and defeat the sword when it flies toward you. Stand next to the statue and press the L or R Button to move the statue, then enter the doorway



Use Freedan's Dark Frier power to defeat the enemies that are too far away to reach.

that was hidden behind it. Enter the Dark Space, change into Freedan and save the game. Exit the room and work your way to the upper area, using Freedan's Dark Frier power to destroy the enemies that are too far away to reach with your sword. Walk right and drop down

through the gap to the Back Garden. Go all the way down and drop through the gap back to the Sky Garden, defeat the enemies, then open the chest to get the second Crystal Ball.

## ■ The Third Crystal Ball

From the central plaza of the Sky Garden, take the lower left exit, then defeat all the enemies within your reach. Work your way down, left, then up to a gap in the wall. Drop



When you hit the orange switch, the pedestals will drop in both the Back and Sky Gardens.

through the gap to reach the Back Garden. Hit the orange switch to drop the pedestals, then fall back through the same gap and return to the Sky Garden. Work your way to the upper left section of this area and drop down through the gap to return to the Back Garden. Walk to the right and stand below the blue switch, then use Freedan's Dark Frier power to trip the switch. Return to the gap and drop back down to the Sky Garden. Enter the Dark Space and change back into Will, then save



Use Freedan's Dark Frier power to trip the blue switch.



Returns to the Dark Space, change back into Will, then save your game.



your game. Walk all the way down until you see a treasure chest on a ledge to your left. Walk to the right until you see a blue post. Stand on the right side of the blue post, then run to the right. You will run down one ramp, up another, then stop when you reach two statues. Use the Psycho Dash to destroy the



Use the Psycho Dash to destroy the two statues, then climb up the ladder.



Run down the hill and all the way to the chest that contains the Crystal Ball.

statues, then go down to the gap in the wall and jump down to the Back Garden. Defeat the Knight's Sword in the lower right corner, then move the statue to the left using the L or R Button. Stop the Statue on the switch, then drop back down through the gap to the Sky Garden. Destroy the two statues with the Psycho Dash, climb the ladder and run down the hill. You will continue running until you reach the chest with the third Crystal Ball.

### The Fourth Crystal Ball

After returning to the central plaza of the Sky Garden, take the exit in the upper left corner. Defeat the first enemy, then climb up the ladder and run down the hill. As you run, press Up on the Control Pad so when you hit the next ramp, you'll fly through the air. When you land, defeat the enemies and climb the ladder in the upper left corner.

Run down the hill, hit the ramp, then hold Down on the Control Pad while you're flying. This will help



Press Down on the Control Pad while you're flying so you'll stop on the first platform.

you stop when you land. Walk down the path to the gap in the wall, then drop down to the Back Garden in the upper left corner of this area; you will find the Dark Space where you can turn into Freedan. Use Freedan's Dark Frax power to defeat the Knight's Sword in the lower right corner of this area, then move the statue onto the switch using the L or R Button. Work your way to the gap in the lower right corner and return to the Sky Garden. Climb the ladder in the lower left corner, run down the hill, and hold Down on the Control Pad to take the lower path. Open the chest to get the fourth Crystal Ball.

### Placing the Crystal Balls

Once you have discovered all four of the Crystal Balls, return to the central plaza of the Sky Garden. In the center of the plaza, there are four light blue squares floating in the air. Equip each of the Crystal Balls and place one in the hole next to each square. The Blue Squares will slide towards the center and create a walkway that you can use to get to the guardian of the second Mystic Statue!



After you place the Crystal Balls in their proper places, you'll gain access to the Mystic Statue!

### Red Jewels

As you travel through the game you'll discover Red Gems hidden in various places. The more of these Red Gems that you can find, the better the rewards you'll receive. There are 50 to find, and if you collect them all you will discover a secret area of the game. Most players never locate all of the Jewels, so we've put together a list of all the Jewel locations to help you complete your quest. The Red Jewels are not numbered in the game, but this list numbers the Jewels in the order you'll most likely find them.



Trade in the Red Jewels you find for various rewards.

### Red Jewel 1

The first Jewel is in the Bell Tower in the Town of South Cape. Go upon the roof of the school, stand on the left side of the tower, then walk to the right and press A to find the Jewel.



Look inside the Bell Tower of your school for the first Red Jewel!

### Red Jewel 2

The second Jewel is in the basement of Lance's House in the Town of South Cape. Enter the building, walk downstairs, then search the pots in the basement to find the Red Jewel.

### Red Jewel 3

The third Red Jewel is also in South Port, but it is missed by most players. Go down to the Seaside cave and walk in and out of the cave until the fisherman appears outside the cave. Look inside the pot that's sitting next to him to find the Jewel.

### Red Jewel 4

You can find the fourth Jewel inside Edward's Castle. From the entrance of the castle, walk all the way to the right and stand behind the pillar that's between the two doorways. A hidden servant will give you the Jewel when you press the A Button.

### Red Jewel 5

After you've escaped from prison, you'll make your escape through the Underground Tunnels. When you find the orange switch that is rusted shut, climb the stairs and drop down on top of the switch. A secret door that leads to the fifth Jewel will appear.



Jump off of the ledge above to trigger the rusty orange switch.

### Red Jewel 6

The sixth Jewel is found in the Underground Tunnels after you've changed into Freedan. This Jewel is easy to find.

### Red Jewel 7

Search for the seventh Jewel in the room in the Underground Tunnels where you first meet Lilly. Look in the area between the barrels and wall at the bottom of the room.

### Red Jewel 8

When you reach the Holy Village, search near the woodpile by the entrance of the town. Stand as far to the left as you can, between the rocks and the woodpile, then press the A Button to find the Red Jewel.

### Red Jewel 9

You will find this Red Jewel in the Incan Maze at Larai Cliff. This Jewel is inside a chest, so it isn't difficult to locate.

### Red Jewel 10

While you're on the Incan Gold Ship, you'll need to be careful if you want this Jewel. After you've fallen asleep, but before you look at the Queen's Skeleton, walk out onto the deck of the ship and talk to Seth to get the Jewel.



Make sure that you speak with Seth on the deck of the Incan Ship before you see the Queen's Skeleton.

### Red Jewel 11

When you arrive in the town of Diamond Coast, exit the house and look in the pot that is immediately to the right of the door.



When you wake up in the town of Diamond Coast, look inside the pot outside the door of the house.

### Red Jewel 12

In the Inn at Freejia, go upstairs to the second floor and search inside the room on the far right for the Jewel. Walk up to the green pot and press the A Button to get the Jewel.

### Red Jewel 13

In the town of Freejia, stand between the two blue houses in the right corner of town and press down to jump over the barrier. Walk down and jump over the barrier again to land on a secret path. Follow the path up and right to find the man who will give you the Jewel.



Stand between the two blue buildings and drop across the barrier.



Walk around the building to find the hidden man who gives you the Jewel.

### Red Jewel 14

After you locate the missing worker, talk to the Labor Dealer at the top of the town to receive the Red Jewel.

### Red Jewels 15, 16 & 17

When you rescue the workers in the Diamond Mines they will give you three Red Jewels. You can't miss these Jewels!



After you rescue the workers in the Diamond Mines, you get three more gems.

### Red Jewel 18

This Red Jewel is located in the upper right area of the Sky Garden. Look for it when you're getting the first Crystal Ball.

### Red Jewel 19

This Jewel is located in the lower left area of the Sky Garden. You'll find it while searching for the third Crystal Ball.

### Red Jewels 20, 21 & 22

All three of these Jewels are located inside the Seaside Castle. Search for all three treasure chests before you leave the castle.

### Red Jewel 23

This Jewel is located in the Land of Mu, but you cannot find it until you've found both statues of hope. After you place the second statue, walk down from the room and open the chest that was previously submerged.

### Red Jewel 24

Exit the room in Angel Village that has the Dark Spore, then enter the first door on the right. Enter the next door on the right, walk up to the fountain on the left side of the room, face the fountain then press A to get the Jewel.

### Red Jewel 25

Exit Istar's room in Angel Village through the bottom exit, then walk left until you see a small gap in the bottom wall. Go through the gap, walk left to the next gap, then use the Psycho Slider to go through it. Continue left and enter the next gap in the lower wall. Enter the door on the far left of your screen, then use the Psycho Slider to enter the small gap in the top wall. Inside the secret room you will find the Jewel.

### Red Jewel 26

Exit Istar's room in the Angel Village, go left and enter the next gap. Search inside the brown pot to find the Jewel.

### Red Jewel 27

When you complete the puzzles in Istar's Room you will receive this Jewel.

### Red Jewel 28

When you arrive in the town of Watermia, search for a Red Jewel inside one of the pots located in the city.

### Red Jewel 29

Search the upper right pot inside the Gambling house in the town of Watermia.

### Red Jewel 30

This Jewel can be found at the Great Wall of China when you are searching for the fourth Mystic Statue.

### Red Jewel 31

From the Dark Space in the town of Euro, go downstairs and exit the building. Walk to the right, up the alley, and take the first path left. Continue walking left until you see yourself standing between four different buildings, then press A to find the Jewel.

### Red Jewel 32

Bring apples from the market in Euro to the woman who requests them to get this Red Jewel.

### Red Jewel 33

Talk to the Statue inside the Shrine of Euro to make a doorway appear behind it. Enter the door and go downstairs, then search inside a barrel to find the Jewel.

### Red Jewel 34

After arriving in Euro City, return to Watermia. Go to Luke's House and talk to Lance to receive the Red Jewel.

### Red Jewel 35

Search for a chest near the second Dark Space on Mt. Kress. Inside the chest you'll find the Jewel.

### Red Jewel 36

You'll find this Jewel in the Native Village. Enter the

# EPIC STRATEGY

building on the right side of the Village and search inside the lower left pot.

## Red Jewel 37

Enter the first building in Ankor Wat and take the stairs in the upper right corner. Run down the slope to the right and up the next hill. Open the chest to get the Red Jewel.

## Red Jewel 38

Exit the Dark Space in Ankor Wat where you received the Earth-Quaker power, then return to entrance of the second building. Walk left, climb the stairs, then drop off the edge while using the Earth-Quaker to freeze all of the enemies. Defeat the enemy on the left then work your way up to the exit. Open the chest in the next room to get the chest.

## Red Jewel 39

Once you find the Dark Space in the Main Hall of Ankor Wat, fall off the ledge and walk counterclockwise around the path, then go up the stairs. Walk left past two pits, then use the Psycho Slider to go through the small opening. Fall into the pit to your right to find the chest that holds the Red Jewel.

## Red Jewel 40

Instead of falling into the pit that took you to Red Jewel 39, walk down and right to the stairs. Take the stairs to Main Floor 3F, walk left to the small opening and use the Psycho Slider to go through it. Work your way up and right, take the stairs to Main Floor 4F, then follow the path to the chest.

## Red Jewel 41

After getting the Gorgon Flower, return to the Native Village and revive the statue in the right-hand building. Talk to it to get the Jewel.

## Red Jewel 42

On the right side of the Town of Dao, there are two men talking near two camels. Stand on the left side of them, so you are almost touching the man on the left, then walk straight up, past the camel, to the brick wall. Face up and press A to find the Jewel.



Walk up past the camels, face the wall, and press A to find the Jewel.

## Red Jewels 43 & 44

To get these two Red Jewels you must play the Snake-Pop game in the upper right house in the town of Dao. Hit the snake 31 times to receive both of them.



When you beat the Snake-Pop game, you'll gain two Jewels.

## Red Jewel 45

This Jewel is found inside the Pyramid. From the entrance, walk right until you reach the stairs on the far right side. At the top of the stairs, use Shadow's Aura ability to sink through the floor. When you appear in a new room, stand in the upper left corner, face up, and press A to find the Jewel.



Stand at the top of the stairs on the far right. As shadow, and use the Aura to sink through the floor.



Inside the secret room, stand in the upper left corner, face the wall, and press A to find the Jewel.

## Red Jewel 46

Exit the second Dark Space in the Pyramid as Shadow, then enter the second door on the right. Walk right and down the stairs. Go left to a small stairway going straight up, then stand a couple of steps to the right from the base of the stairs. Use Aura to sink through the floor, go up to the top of the stairs, then sink through the floor again. When you stop sinking, open the chest to get the Jewel.

## Red Jewel 47

Exit the second Dark Space in the Pyramid as Will and enter the first door on the right. Work your way left and enter the door, then work your way right and enter the next door. Avoid the enemies and take the door on the far left side of the room. Repeat this in the next five rooms, then go to the right until you find a wall of spikes. Use the Spin Dash to travel through the wall, enter the first door, then open the chest to get the Jewel.



Use the Spin Dash to make it safely past the falling walls of spikes.

## Red Jewel 48

Exit the second Dark Space in the Pyramid as Will, then enter the first door on the left. Go to the right until you reach a small ramp, then use the Spin Dash to go up the ramp. Open the treasure chest to find the Jewel.

## Red Jewel 49

Exit the second Dark Space in the Pyramid as Shadow, then enter the second door to the left. Go left down the first set of stairs, then use Aura to sink into the floor before the second set of stairs. In the next room, enter the door on the far right, then enter the door on the far left. Walk to the right and take the stairs going down. Continue left down the second stairway, then walk right all the way to the wall. Use the Aura to sink through the floor, then open the chest to get the Jewel.



While you're staying next to the wall, use Shadow's Aura power to sink through the floor.

## Red Jewel 50

From the entrance to the Tower of Babel, go up through the first door, then walk to the right until you see a blue box between two statues of Freedran. Walk up to the blue box and press A to get the final Red Jewel.



Search the blue box inside the Tower of Babel to locate the last Red Jewel.



**Y**ou've been hearing that *Kl* was to be one of the first games to launch with the N64, so why is Nintendo coming out with a 16-bit version? The explanation is two-fold, involving both software and hardware technology.

As the video industry has rapidly evolved, only the developers who have kept up with the ever-changing technology have been

successful. The developers at Rare have done more than simply keep up—they've broken new ground with titles like *Killer Instinct* and *Donkey Kong Country*. While working on DKC, and other projects, they developed new compression techniques that they realized would be useful in creating the home version of *Killer Instinct*. And the techniques they used to score DKC's incredible soundtrack were perfect for reproducing the *Killer Instinct* music and sound effects from the arcade version of *Kl*. (More on that later.) The thinking was, "If we can produce *Kl* for the Super NES now, why not do it?"

As for hardware, the N64 is promising to be even better than expected, which has had Rare's developers, and the fighting game genius here at Nintendo, thinking of



# SUPER NES KII

It's the news you've all been waiting for: *Killer Instinct* is coming home, complete with all of the killer combos and danger moves that have made it this year's biggest quarter pig at arcades worldwide. And it's coming sooner than you might have expected, because this graphic feast isn't some glitzy, next-generation showcase game—believe it or not, this version is 16-bit, exclusively for the Super NES, of course.

Fulgore. Jago. Riptor. Even Eyedol. All of the original characters will be there, complete with the moves that have gained them arcade fame. The moves are shut-your-mouth smooth, the graphics are unbelievably slick, and best of all, it'll be playing on your Super NES, starting in August. Is this killer news or what?

all sorts of ways to improve on the arcade version of *KI*. Since the hardware technology made it possible, it seemed like a waste not to make the NU-64 version even better.

The question every one's asking is whether or not the Super NES version is, in fact, just like the arcade game. The answer

**"And all of the special moves are in there, even Riptor's 30-hit Ultra..."**

Yes and no, but mostly yes. What they've crammed into this 32-meg cartridge is nothing short of amazing. All of the screen shots you see here come from the Super NES game. Nothing's been tamed. Nothing's been "watered down." All of the characters will be there, and they'll be able to perform all of the same moves that they do in the arcade version. All of the combos.



# KILLER CUTS!

If you're wondering how the Super NES music and sound effects measure up against the arcade version, listen up! The first shipment of Super NES *Killer Instinct* games, approximately 2 million of them, will be packed with *Killer Cuts*, a limited-edition CD. That's how good the techno soundtrack is. The CD features 19 tracks, all remixed from the game, plus one secret "humiliation" cut.



All of the Danger Moves. And all of the special moves are in there, even Raptor's 30-hit Ultra (including, of course, his post-combo breaker triple puggle). What's different is the control. It will take a little getting used to, especially if you've put in hours on arcade machines, but, if anything, moves will be slightly easier to execute in the Super NES version. (The fighting purists—who designed the game "loosened up" the special moves—they didn't want players' ability to win to be dependent on their ability to do special moves.) Players using six-button joysticks should have absolutely no problem adjusting, and arcade fanatics with nimble fingers will easily adapt to using a regular controller. Players can customize their controller setups to whatever they like best.





Titles include:  
 K7 Feeling  
 The Way It Move  
 Controlling Transmission  
 Oh Yeah  
 It's a Jungle  
 Do It Now  
 Fall-Love  
 The Instinct  
 Yo! Check This Out  
 Fucoco  
 Inaibhasea  
 Tooth & Claw  
 Ya Ha Ha  
 Humble  
 The Extreme



The game plays great, and it looks better than ever. According to Product Development Manager Ken "I-live-for-fighting-games" Lobb (you met him in the DKC video), there's actually more detail in the backgrounds of the Super NES version. Because of the advanced compression techniques, backgrounds that faded to darkness in the arcade version are fully rendered in the 16-bit version. Check out Jago's level to see what we mean.

In describing some of the techniques that give the game its detail, Lobb says, "Sometimes the emulation of reality is better than reality." You'll see birds on the wing, clouds blowing through in both directions, and in the Fulgore level, you'll see swinging lights, reminiscent of DKC, that change the colors of the objects they strike. The Super NES version uses both line scrolling and parallax scrolling, and you'll also see detailed foregrounds that were absent from the arcade version. (Take a look at the spikes in the Eyedol level.) And one of



# KILLER QUIPS!

In the heat of the battle, you probably pay only passing attention to the repetitive *ooh* and *grandy* made by the different fighters. For those of you who're tired to figure out what they're saying, though, we talked to Ken Loft and others who worked on the game for an explanation.

## R. Gekid

The voice of Japan's most dangerous spy is Keiko Yamano (a.k.a. Bombayana), who works at Nintendo of America. Most of her repetitions are straight-forward translations from Japanese.

*Loft:* Ken: Gekid's projectile is the *Loft-ken*. According to Keiko, *Loft* means harm and *Ken* means sword.

*Toki-ai-yan:* It's the *oi'* *our-oo-those*, *loft* meaning out, *oi* too and *yan* those. This expression is usually heard only by those foolish—*o-sabur*—enough to let Gekid initiate a deadly combo; these *oi*, *hou-oi*, another way to *be* this most!

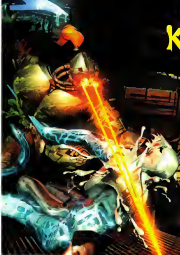
*Mama Myo:* Means "losing feathers." Originally, the plan was for Gekid to say this when she swooped into the position, but when the product testers thought about it, they decided that nobody could speak

the most amazing details in this new version is the use of reflection.

If you look closely at the background in

Raptor's level of the arcade game, you'll see reflections of the pillars on the floor. When the development team met to talk about the 16-bit version, some members said, "That's really cool. If we can make reflections for the poles, why can't we make reflections for the characters?" The programmers said that it was impossible—then they turned around and did it. So in the Super NES version, you'll see amazingly detailed reflections of the characters that mirror their movements exactly as they step, kick, fall and jump up. The fact that they simply hadn't thought of this detail for the arcade version really has the team thinking—just wait until you see some of the details they'll include in N64 games!

On the Super NES, programmers couldn't reproduce the scaling effect used in the arcade version in the full-motion video sequences at the beginning and end of matches. Instead, they rendered the best shots from the sequences in impressive, 256-color palettes. There are also more color palettes to choose from for each character in



while morphing into another object or thing (oh, wow!). They really liked the expression, though, so they decided to use it as part of Gribbit's combo.

#### Chief Thunder

Ken Lobb is the voice behind Chief Thunder. We were very tempted during some late-night sessions at Xan's studio in Ipswich, England. When he had to come up with suggestions that sounded as if they might be of Aztec American origin, he called out upon his knowledge of Nahuatl (IY) and ya suggestions.

**Phoenix:** Of course, the Phoenix really is the mythical burning bird, so it was an appropriate choice for Chief Thunder's flaming specialty move. Perhaps it's just a coincidence that Lobb attended college in Phoenix, Arizona.

**Sammurich:** The Sannurich tribe were inhabited the area that is now Richmond, Washington, where Nintendo headquarters is located. Lobb was either calling on his knowledge of Washington State history when he came up with Thunder's expression or thinking of the tribe named for the tribe that he chose by on his way to work daily.

**Tamahech:** In early versions of the game, Chief Thunder's projectile was a tomahawk; the Phoenix came later. The Phoenix looked cool, so it stayed. Later, when the special attack was created, they tapped it with the Tomahawk expression.

#### Talpa

Although Talpa doesn't utter any intelligible expressions, the origin of his sound effects is interesting: They're samples of squealing pigs from Xan's next console library.



this version, and now, when you win, the palette you selected will show up in your victory scene, another improvement over the arcade game.

All in all, from killer play control to great graphics and sound, everything you expect from Killer Instinct is there in the Super NES version, and you won't have to stand in line to play—unless you have lots of friends over, and when they find out you have KI at your house, that's where the line's likely to form. Because starting in August the arcade comes home.



**KUT  
LOOSE  
ON  
AUGUST  
30!**

# DIRT TRAX FX™

RAPID-FIRE  
ACTION OF  
THE ADVANCED  
FX<sup>2</sup>



## IN YOUR FACE

Strap on your helmet and wait for the checkered flag to drop in Electro Brain's motocross race game. It's the first game to combine the rapid-fire action of the advanced FX<sup>2</sup>

chip with realistic characters formed with rendered graphics. Twenty-two courses on six grueling circuits guarantee hours of mud-eatin' fun!



The 3-D polygons and 256 colors that make up the course only add to the excitement.

# START YOUR ENGINES!

Start out with a 50cc bike just to learn the lay of the land, then move on to 125cc and 250cc bruisers. Master these, and you'll be admitted to four incredibly brutal circuits. To become Dirt Trax FX champ, though, you'll have to tame a 500cc monster!

Don't start out on the big machines, or you'll hit a wall—literally!

## ONE TO EIGHT PLAYERS

You can pit yourself against the ruthless riders of the Dirt Trax FX circuit or against a friend, with each of you choosing your favorite rider. But heck—Why not throw a mud-fight party? As many as eight can play in multi-player mode. In any mode you choose, Dirt Trax FX will keep tabs on the best course times and ranks of the players with a point system based on finishing positions. You'll also get a password each time you conquer a circuit.



Try steering in to all corners and locking them off course. Careful, though. The firm last may be your own!

## DIRT TRAX FX

7-PLAYER

50CC-EASY

125CC-NORMAL

250CC-HARD

## DIRT TRAX FX

1 PLAYER

2 PLAYERS

MULTI-PLAYER  
PASSWORD



In multi-player mode, matchups are generated randomly.

## EIGHT RIDERS

Here's your roster of riders. Remember that you're the boss, Ride 'em. Learn 'em! Because the courses are so different, a rider who excels on one could be toast on another.



It's no surprise that slightly built Spike is as nimble as an alloy cat on tight turns.



With gas to burn, this savvy vet has no problem keeping up with the hot-rodding young'uns.



Don't play with this racer—she's Blade. She has an indelutable wit to wit!



The new kid on the block is out to prove he belongs at the starting gate with the other pros.



Don't be fooled by Treen's sissy theme music. Once she gets her throttle, she won't let up.



Meg has good all-around skills, thanks to long experience cruising Associate highways and byways.



When Niece says she hasn't seen his brake pedal in five years, you'd better believe her.



Cool as a cucumber before a race, this heater has burned many an unwary opponent.



# THE MOTOCROSS CIRCUIT

The five courses in the opening circuit are easy to learn, but tough to master. That makes them ideal for tournament and tag-team racing. Train hard: the skills that help you win here will be mandatory if you just want to survive the next four circuits!

## THE BIG O

Motocross mavens call the ridges that extend across a course "whoops" and the small bumps "moguls." Here's a good opportunity to learn the tips and downs of both! Try to time your jumps to catch the tops of the whoops and moguls. Otherwise, it's best to avoid them altogether. And don't be distracted by the spectacular desert landscape or the cool fountains. That split-second you lose could prove disastrous!

### START/FINISH

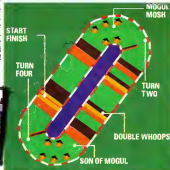


Use the timer and watch the lap. Nail that 100 mph as soon as the flag drops and whenever you pass through this section.

### MOGUL MOSH



Smooth it down from the two gentle whoops that start the race allows you to take this corner very tightly.



### DOUBLE WHOOP



With a powerful bike, skip the second and fourth jumps by popping a wheelie just before you reach the top of the first and third.

## PRO TIP

If you time your wheelie and turn hard at Turn Two, you can hop atop the rail and pass on the inside.

### TURN FOUR



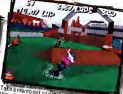
For combo-boosting, this is the best place to catch rails. Just be sure to punch the gas like you're young and able!

### SON OF MOGUL



From these rails, if you might be bounced face-first into the track.

### TURN TWO



Take a micro-cut to catch the outside slope of the whoop. If you do, you might find yourself flying higher than a Boeing 777.

# WATER SLIDE

DIRT TRAX FX

Check your swim trunks at the door. You'll need a full set of leathers for this squishy track! The trickiest part of this course, though, may be the mixture of sharp and wide turns that can throw you off stride—and off course!

## START/FINISH

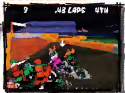


If you're riding a 250cc bike, begin your left turn before crossing the line.



Over take your slow-turning rivals with aggressive cornering here.

## TURN THREE



Get ready for the water hazard by hugging the inside rail.

## DOUBLE JUMP

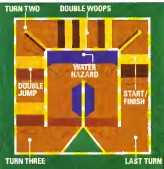


Pop a wheelie on the first jump if you have a high-powered bike, or you might lose speed on the second jump.

## WATER HAZARD



Dry-Power! Avoid the water by averting your three quick turns with strong quick dry-aights ways.



Both Turn Three and the Last Turn are very forgiving of aggressive riders. Attack 'em hard!

## DOUBLE WHOOPS

These whoops aren't as high as the one at the start line, so muscle your way to the inside and rich-baid.

## LAST TURN



This grassy run will fall you if you don't stay alert.

## TURN TWO

Only the laws of physics! Turn in order to sail over the whoop and your competition.



# EASTER ISLAND

Many a rider has felt cursed by the mysterious monoliths that loom over this exotic course. Look sharp or you, too, might find your dreams going off course! You'll have to thread nasty whoops, icy straightaways and mud pits. But none is as scary as the twin mountains stuck right in the middle of this figure-eight.

## START/FINISH



All like with good handling is a big help on this icy stretch. Don't be afraid to turn sharply at the mountain instead of rounding it, you'll just slide out side.

## MEAN MOUNTAINS



The view from up here is great, but the going is slow, especially for bikes with poor acceleration. Stick to the dirt instead.

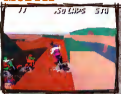
## CROSSOVER



Get ready for crash heat! Down trails you've passed long ago can rear you here.

When bikes collide, the one that runs into the other loses time.

## MUD PIT

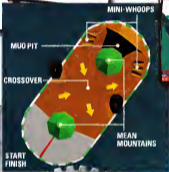


Ride high on the outside bank to avoid a time-consuming slog through the track.

## MINI-WHOOPS



It takes careful steering to skirt between the mountain and these rear killers. High-Faros here might push you off course!





# CATACOMBS

DIRT TRAX FX

Hairpin curves, water traps, mud pits, wicked whoops and long, narrow tunnels will tax your motocross skills to the max. One moment you're in a sine-wave-popping curve and the next you're flooding it. Your secret weapon, though—besides your guts!—may be your ability to execute a carefully timed wheelie.

## START/FINISH



Your kid brother may like the idea of playing in mud, but you'll want to get out of this stuff as soon as possible! Whether starting or finishing, the strategy is the same: open your throttle wide and pop a wheelie.

## UPHILL TURN ONE



The steep slope will slow even the biggest bikes. Careful! It's easy to ram them!

## UPHILL TURN TWO



Here's a golden opportunity to pass! The slower your bike, the closer you should be to the wall as you approach this turn.

## WATER HAZARD



Clear the water in a 200cc bike. The uneven track on the far side can be treacherous!

## AQUA ALLEY



Lean way back on your rear wheel and pop your throttle. Catch the whoop between the two ponds for even more air time!

## MUD TURN



Pop a wheelie before entering the deep mud. At the corner, drop your front tire and make an easy left turn.



**PRO TIP**  
The 125cc and 250cc bikes are particularly treacherous after you take the corner on uphill turns. It's a long way down!

# JUMP CITY

D-did someone say j-j-jumps? Hold onto your helmet in this chin-chattering course! Because different bikes will do better on different sections, expect lots of jump-ups and lead-changes. The smallest error can cost you a race. Don't be too aggressive, though. It's easy to fly over the low rails!

## START/FINISH



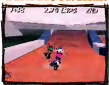
A bike with poor acceleration can stall at the top of the second jump if you peg a wheelie before crossing the yellow line.

## TRIPLE JUMPS

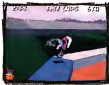


Fast bikes can scale these monsters on one wheel. Slower riders should tap their brakes at the top of jump number two.

## DIRT MOUNTAIN



Stay close to the inside dirt, especially with a 250cc bike.



...or you'll feel like you're on a moon launch at Cape Continental.

## BUMPY BACKSTRETCH



Those nasty wedges can bounce you off the track. Stick to the middle of the road and swing wide at the final corner.

## MERGING TRAFFIC



Shortcuts at lots, watch out! You might get blindsided by riders who took the long way around.

## TRIPLE JUMPS



START/FINISH

BUMPY BACKSTRETCH

DIRT MOUNTAIN

## SHORTCUT



Here's a chance to save precious milliseconds, but you'll have to take two quick turns instead of one.

Keep an eye on that lap counter. You can take the shortcut by braking at the 0.65 mark and cutting a hard right.

# THE LATEST DIRT

During a race, Dirt Trax FX keeps you posted on the time elapsed, where you are in a lap and your position. It's valuable info for plotting a racing strategy. But don't ever forget to bring your guts with your goggles. Your competition hates to lose!

## TRAINING

Chalk up some serious track time without any distractions. Ride the toughest parts of any course again and again. You're always in first place!

## SINGLE RACE

Race a friend or the field on a course of your choice. An arrow helps you distinguish your rider from the hard-riding herd. Your rider's theme music will play when you grab first place.



The swifter T-Rex may give you the toughest competition of all.



# TAG! YOU'RE IT!



Grip your handlebars and get ready for high-powered hide-and-seek! Choose any course from the regular circuits or sign up for the special tag mazes. Then, pick how much time you're allowed to be "It." Tag your opponent by brushing by on your bike. If your opponent's clock runs down before yours does, you win!

The special tag mazes are full of jumps and hiding places.



**PRO TIP**  
In the one-player mode, keep away from your rival by riding in a pattern. A big figure-eight is especially tricky.



Good brakes are vital when you're playing tag. Slam into an outside rail to automatically become "It."



Single players can pick the toughness of their opponents.

The split score helps opposing players keep a wary eye on each other.

Tag mode makes it easy for players of different skill levels to compete by giving the less experienced player more time.



# SUPER TURRICAN 2

©1995 OCEAN SOFTWARE  
©1995 RAINBOW ARTS



CIVILIZATIONS WERE DESTROYED IN AN INSTANT AND THE WHOLE SYSTEM FELL UNDER THE SPELL OF EVIL.



BADLY DAMAGED AND BURNING, YOUR SHIPRECK HURTLES TOWARDS THE DEVASTATED DUKE WORLD.

## SAVE THE GALAXY ONE MORE TIME!

BEGIN TRANSMISSION \*\* Priority One message from United Freedom Forces Command to U.S.S. Avalon. Urgent: Scramble strike team immediately to Turmane system to repel invaders led by being known as The Machine. Armed battle suits and weapons systems provided by the Factor 5 development team and Ocean Software. Advise extreme caution, as strike team will be far outnumbered. Power-Ups will be readily available, but I-Ups will be scarce. Commands may choose from four controller configurations and three difficulty levels. Eliminate any enemy troops and stop The Machine once and for all! \*\* END TRANSMISSION



## BIONIC ARM AND FREEZE GUN

The first two components of your weapons system are your Bionic Arm and Freeze Gun. The telescoping arm helps you navigate around obstacles and through treacherous surroundings, as well as grab objects. You can trap lesser enemies with your Freeze Gun, but the paralysis lasts only a few seconds.



Your Bionic Arm can shoot straight up and at angles. Use it to retrieve floating Power-Ups before they drift away.



You can climb to new heights by jumping and shooting your arm at an angle.



The urban jungle never looked worse, but the futuristic Tarzan carries a big blaster! Let the arm stretch to its fullest to make long swings between platforms.

Use the central pad to sweep the Freeze Beam in arcs around you. The beam can't damage enemies, but it will hold them still if you can bring other weapons to bear.



## INCREDIBLE WEAPONRY

UFF Command wouldn't dream of sending you into a fire fight without your blaster which can accept various Power-Ups. It will fire in the mode of the last Power-Up you collected. The game often presents you with the appropriate Power-Up, but a wrong choice could make a crucial battle that much harder to win!



The Spread Shot is the most common Power-Up in the game, and with its wide field of fire, it's the best one to use when you're not sure what's coming up.

If you see the Rebound ice, choose, as you'll need it. It's not very accurate, but the bouncing balls of energy are handy for shooting around obstacles.



## THE GIST OF THINGS

Besides blaster Power-Ups, you'll find health bonuses, bombs, missiles and M-Ups. The Easy difficulty setting lives up to its name, but the Normal and Hard modes provide some challenge and an additional stage or two. Some stages aren't very long, but the enemies may take a bit more effort to destroy.



The Laser has a narrow field of fire, but it makes up for it by being devastatingly powerful. A short blast will be enough to take down most opponents.

Unlike the other weapons, the Flame Thrower shoots in short bursts, rather than in a continuous stream, making it less practical in some situations.



## A DIFFERENT POINT OF VIEW

You may find yourself careening head first down a dark tunnel or soaring above a flaming star. These stages add some variety to the familiar, side-scrolling format.



Shoot whatever you can and avoid anything that won't blow up. I wonder if Luke Skywalker ever had it this bad.

# STAGE ONE

You're the lone survivor of the Freedom Forces strike team, marooned on a planet controlled by the oppressive army of The Machine. With your ship a hopeless wreck, you have no choice but to complete your mission without help. The fate of the galaxy rests on your shoulders—and you wouldn't have it any other way!

## THE DESERT

Most of this planet is covered by desert, with enemy troops and sand dragons around every dune. This isn't a difficult stage, though, and you'll have a chance to practice using your Bionic Arm and weapons. You'll also get to drive an armed dune buggy, which will be handy in defeating the airborne mini-bosses.



Kicking sand in this dragon's face won't help, but a few well-placed laser shots will.

## CITY IN RUINS

The Machine's troops have laid waste to everything in this metropolis. You'll have to weave your way through the skeletons of burned-out buildings using your wits and your Bionic Arm. Experiment with different Power-Ups as you proceed.



This looks like a dead end at first, until you notice the arrow pointing the way you should go.



Always check out what's ahead before you take a swing. You never know what may be lurking among the ruined gables!



## TOXIC TRAP

With the destruction of the city's industries, toxic waste has been released into the environment. A cloud of highly acidic gas is engulfing everything in its path, and not even your armor can protect you from its devastating effects. Don't get caught in it!

The gas is quickly corroding the pipes and ducts you're traveling on. Don't bother with Power-Ups, just go!



These bombs slide up and down the pipes and can cause damage, but they shouldn't be too much of a problem.

## BIG MOUTH BOSS

Instead of the usual pattern of maneuvering around an enemy, this time you have to move around inside the boss itself, or more specifically, its enormous mouth. The open

jaws rotate while its venomous tongue, the only soft spot, lashes out at you. Let him know that you won't be anyone's appetizer and blast away!



The sides of its mouth are open, so you can pull out if you're not confident. You'll lock to your destination to collect.

Since you can't shoot your blaster at angles, you may need to shoot your Bionic Arm to get into firing position.



Could you blow a hole through it? The thousands of oil sand particles it spews up are deadly to you and can't be dodged.



## TOO EASY?

The fight continues in the skies, but only if you choose the Normal or Hard setting. The Easy game skips these areas.



The aircraft is stable, but the dragons will scroll off the screen. Jump to another risk!

You've been captured by The Machine's soldiers and are being taken to one of their strongholds, but you quickly make your escape. The stage opens with you clinging to the outside of their craft, trying to find a way to sabotage it. Even if you succeed, do you have the power to take on an entire shipload of enemy troops?

### OUT IN SPACE

You'll have to make your way around the hull of the ship, and the gravity beams make forward movement difficult. The maintenance drones are a lot tougher than past enemies, so you may want to avoid them altogether.



The minor enemies aren't so minor anymore. Be careful with the arm—see tip as the controller can send you swinging.



### SLED RUN

After disabling the ship's main engines, you'll automatically hop on a rocket sled and recenter the ship. As you speed along the maintenance tunnels, avoid the energy beams and blast or dodge any robots that get in your way.



The energy bars won't stop you, but they certainly hurt! Keep an eye out for valuable health-ups and bonuses.

### ELECTRIFYING

The next obstacle is a series of corridors protected by electrical fields. You can use your arm to swing along, but waiting to see the electric beam pattern can be more dangerous than simply running through.



This enemy may prove less challenging than the corridors. No wonder he needs all that protection!

### ARACHNI-BOSS

Once you get to the center of the ship, you'll find it inhabited by...a giant spider?! Well, you won't have time to wonder what it's doing there before it attacks. Your Bionic Arm once again plays a key role to your offensive tactics as you swing your way to victory!



Spiders...why did it have to be spiders?



Practically the whole body is a target.



Leap over its energy web attacks.



Those little buggers aren't that hard to destroy, but they will quickly add up if you're not careful.



A wide swing can avoid swinging straight at an enemy if you're not careful.

### DODGE AND DESTROY

Hop back on the rocket sled for another run down the tunnels. The enemies here don't maneuver much, but they have thick hides. You'll have to start shooting as soon as they appear to destroy them before they roar past you. As before, watch for health bonuses.



Hit the Jump button to target ahead, then get on the side opposite the drill. Slam him into the tunnel wall!

# STAGE THREE

The destruction of the Arachna-Boss sets off a chain reaction that blows up the spacecraft. The good news is that you'll be rescued by a passing pirate ship. The bad news is that they'll take you to their homeworld, away from your destination. You'll have to find a way to get off the planet!

## DEEP WATER ADVENTURE

Whereas the previous planet was a desert, this world is almost completely covered by water. The planet-wide ocean is teeming with fish, many of which have very large teeth. You commandeer a water cycle and begin exploring the maze-like reef, looking for a way out.



The water cycle has slow firing torpedoes. The scuba divers and even the fish take multiple hits.

## DISABLE POWER GRID

The exit tunnel is sealed, so you'll have to destroy the power generators to shut down the security system. The passages to the generators lie along the left and right edges of the reef. Beware of narrow gaps between the rocks. You could find yourself stuck but good!



Blast the airlock open with your torpedoes. It's only a short hike from here to one of the power generators.



The exit tunnel will open only after you've taken out all of the power generators.

## DON'T GET STUNG

The battle with this giant stingray is an exercise in patience. Sometimes you'll be able to ride the water cycle and use its torpedoes, but you'll most often find yourself at the bottom of the screen waiting for it to swim into range of your Flame Thrower.



You normally can't jump high enough to hit it, but if you wait, the stingray will drop down to your level.

The torpedoes cause a lot more damage. Be careful of the ragged tail as it quickly runs out to give



## DOWN THE TUBES

The water surges through the tunnel, creating a whirlpool effect. Pirates spiral towards you, dropping mines in their wakes. You can steer right and left, but if you hit a mine, the resulting explosion will send you careening around the screen, out of control!



These pirates are in for a dangerous ride. Blast away!



# STAGE FOUR

SUPER TURRICAN 2

Your incredible luck holds up as you manage to teleport yourself onto one of The Machine's flagships. It's bound for the black space fortress, now orbiting the nearby star. If only you can get to the base undetected!

## THINGS ARE HEATING UP!

The Machine's orbiting complex is massive, spread out over many miles of the star's super-heated atmosphere. With a space-booster strapped to your back, you swiftly penetrate the outer defenses, but will you be in time to stop the next scheme of planetary conquest?



The space-booster lets you move from left to right, hot hot up and down, as the screen scrolls downward.



If it moves, it's after you! There are lots of enemy bolts, flame jets and enemies to contend with here.



The larger structures can't be destroyed. If you're not careful, you'll get pushed off the screen and lose a life.

## FIERY FINALE

This solar sentry is The Machine's ultimate engine of destruction! Smart bombs won't do you much good, and all you have left is your blaster. The only time this thing is vulnerable is when its mouth is open, but that's also when it spews out a volley of fireballs!



It's a game of chicken as you fire simultaneously. Get in a few shots, then get the heck outta the way!



You watch with satisfaction as The Machine's plans for galactic domination go down in flames!



## OPEN THE GATES

The Machine has placed a lot of security measures in front of you, including a series of metal barriers. The only vulnerable spots are the single large links in each chain.

Destroy those links to cause a chain reaction, wiping out the entire barrier in the process.



These barriers can also push you off the edge of the screen if you don't shoot them out in time.

## ESCAPE AND TRIUMPH

With The Machine's plans in ruins, you flee from the solar base. What's that painting with the face slashed out? You have no time to ponder as you head home for the victory celebration. The danger is over...for now!



# CLASSIFIED INFORMATION



## KIRBY'S DREAM COURSE

### ■ FROM AGENT #256 Extra Courses

If you've mastered Kirby's Dream Course you'll be happy to learn that there is an even greater challenge in the game. There are several hidden Extra Courses that can only be found after finishing the game. If you are able to earn a medal on each of the eight courses, you'll be able to select the Extra Courses during the two-player game. Earning a Gold Medal on each of the eight courses will allow you to access the Extra Courses in the one-player mode. If you are a good enough player to get all of the Gold Medals on the Extra Courses, you will gain access to the Sound Test. The charts below show the scores needed to gain a Gold Medal on each of the courses.

Normal Courses	Bronze	Silver	Gold
Course 1	26	19	14
Course 2	26	19	14
Course 3	29	22	17
Course 4	29	22	17
Course 5	30	23	18
Course 6	28	21	16
Course 7	26	19	14
Course 8	30	23	18

Extra Courses	Bronze	Silver	Gold
Course 1	25	18	13
Course 2	27	20	15
Course 3	29	22	17
Course 4	29	22	17
Course 5	27	20	15
Course 6	28	21	16
Course 7	28	21	16
Course 8	27	20	15



If you gain medals on each of the one-player courses, you'll gain access to the Two-Player Extra Courses.



If you're good enough to win all of the Gold Medals, you can play the One-Player Extra Courses!

## KIRBY'S AVALANCHE

### ■ FROM AGENT #723 Special Options

If you're looking for a little variety in Kirby's Avalanche, try this quick code. On Controller II, hold A, B, X and Y, then press the Reset Button. Continue holding all of the buttons and select the Option command then the Custom command. When the Custom Screen appears, you will have several secret options that allow you to alter the game!



Hold A, B, X and Y on Controller II, then reset the game.



Continue to hold the buttons, go to the Options Screen, then the Custom Screen.



On the Custom Screen, you can choose from several new options.



The possibilities for new challenges are limitless.



## ■ FROM AGENT #004 Super Passwords

Depending on how much help you need, there are a couple of different passwords that will give you a great headstart in Michael Jordan: Chaos in the Windy City. Before you begin playing, go to the Password Screen and enter either of the two special passwords. If you use the password MCHLJRDN-25, you will receive 25 lives and skip to any stage in the game. Using the password I2545678999 will let you skip to any stage as well, but it will also give you a total of 75 extra lives.



Before you begin playing a new game, go to the Password Screen and enter one of the special passwords.

Either password will give you a load of extra lives and will allow you to skip to any stage of the game.



## ■ FROM AGENT #665 Speed Code

When you play C2: Judgment Clay in the normal mode, you can adjust the speed of the game when you are on the Option Screen. If you want to boost the speed even higher than usual, go to the Game Start Screen, hold Y and press L, L, R, Down, Left then R. When you move to the Option Screen you can set the Speed Level all the way up to 10!



On the Game Start Screen, hold Y and press L, L, R, Down, Left then R on Controller L.

When you go to the Option Screen you will be able to set the fight speed all the way up to 10!

## ■ FROM AGENT #892 Random Select

If you need to add a little extra challenge to your matches, you can use this code to randomly select your characters. Before you begin a new match, go to the Character Select Screen and press the L and R Buttons at the same time. You'll never know which fighter you'll be using, but if you're good, you can win with any of them.



Press the L and R Buttons at the same time while you are on the Character Select Screen.



The character you'll fight as will be randomly selected for you.



## ■ FROM AGENT #665 Shrink Code

This unusual trick will let you fight with miniature versions of your favorite characters. Select a 4-Player Tournament game, then choose and name the characters in the order listed below. When you begin the tournament, all of the fighters will be much smaller, but just as strong as before!

- |          |        |         |
|----------|--------|---------|
| Player 1 | FROSTY | POSSE   |
| Player 2 | FROSTY | JASON A |
| Player 3 | BLOB   | STEVE C |
| Player 4 | TAFFY  | JOHN S  |



Begin a 4-Player Tournament, then go to the Player Select Screen.



Select each of the characters listed above and enter the appropriate name.



**FROM AGENT #223**  
**Invincibility Code**

If you're really having trouble finishing X-Kaliber 2012, you can reduce the difficulties with this invincibility code. When you first turn on the game, wait for the Title Screen to appear, then press Left, Left, Right, Right, Down, Up, Right, Up, Up and Up on Controller I. Go to the Option Screen and turn the No Damage Option on. When you begin playing, you will be completely immune to enemy attacks!



Wait for the Title Screen to appear, then enter the code using Controller I.



When you begin playing you will be invincible!



Go to the Option Screen and turn the No Damage Option on.



Use your new-found powers to breeze through the game.



**FROM AGENT #506**  
**Super Power Code**

What is a Superman game without Super Powers? Everyone knows that Superman shouldn't be easily defeated, and this code will make sure that he isn't. Before you begin a new game, go to the Game Option Screen and select the Sound Test. Play the sounds (B, 29, 3C and 05 [in this order]), then start a new game. You can refill your Life Bar at any time during the game by pressing A, B, X and Y at the same time, or you can skip to the next level by pressing the Select Button while holding the other buttons.



Before you begin playing, go to the Option Screen and select the Sound Test.



You can refill your Life Bar at any time by pressing A, B, X and Y at the same time.



Play the sounds (B, 29, 3C and 05), then start a new game.



If you want to skip to a later stage in the game, hold A, B, X and Y then press Select.



**FROM AGENT #127**  
**Level Select Code**

If you're tired of starting at the very beginning whenever you play Pitfall: the Mayan Adventure, you can use this code to skip to the later levels of the game! When the Title Screen appears, wait until the boomerang begins to circle the word Start, then press X, Select, A, Select, Y, A, X and Select. If you enter the code correctly, the names of each of the stages will appear underneath the title. Use the L and R Buttons to scroll through the levels, then press Start to begin playing.

**On the Title Screen, press X, Select, A, Select, Y, A, X and Select.**



Wait until the boomerang circles the word Start, then press X, Select, A, Select, Y, A, X and Select.



When the names of the stages appear below the title, use the L or R Button to select any stage.

# STREET RACER

## ■ FROM AGENT #910 Hidden Bonus Tracks

After you've mastered all of the tracks in Street Racer, you can test your skills on four secret tracks. To access the Bonus Tracks, go to the Game Options Screen and select the Custom Cup Setup option. When the Custom Cup screen appears, press L, R, L, R, X and Y. After entering the code you will be able to select Tracks 21-24 on the Custom Cup.



Before you begin playing, go to the Option Screen and select Custom Cup Setup.



On the Custom Cup Screen, press L,R,L,R,X and Y.

Highlight Time Option then press L, R, L, R and X.



After selecting your favorite team, highlight the Time Option, then press L, R, L, R and X.



When you start, you'll only have a minute left to play, so you'd better hurry!

# ROCK'S MODERN LIFE

## ■ FROM AGENTS #210 & #211 Bone Trick

This trick may not do much for you on your actual game playing, but it's entertaining nonetheless. When you first turn on the game, after the Licensed by Nintendo Screen, a bone will appear on the screen. You can control the bone when it appears by pressing A, B, Y, X, L, R or the Control Pad on Controller L. After you have played with the dog bone for a while, you can press the Select Button to replay everything you did!



When the bone appears on the Title Screen, then change its spinning speed and size.



When you're done playing, press Select to replay a everything you did!

# MADDEN 95

## ■ FROM AGENT #010 One-Minute Hustle

So you think that you're pretty good at Madden 95? If you're looking for a little extra challenge, try winning a special one-minute game. When you start up a new game, choose your teams and mode of play as normal, then highlight the Game Time Option and press L, R, L, R and X. When the game begins, you'll only have one minute to go—you'd better use your time out!

## SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:  
**Nintendo Power  
 Classified Information  
 P.O. Box 97033  
 Redmond, Wa.  
 98073-9733**

# VIRTUAL BOY

## IT'S VIRTUALLY HERE!

As Virtual Boy moves closer to its release date this August, Nintendo Power is gearing up to bring you exclusive, in-depth coverage of this revolutionary game system. There's never been anything like Virtual Boy, and you won't want to miss even one 3-D moment. Besides showing the first collection of true Virtual Boy pictures, this article explores the games that will be introduced at the time of the system's launch.



### CURRENT DEVELOPMENT

Nintendo plans to introduce three games for the release of Virtual Boy with about three to follow each month. The three titles most likely to be released at launch will be Teleroboxer, Galactic Pinball and Red Alarm. Teleroboxer (3-D robotic boxing along the lines of Super Punch-Out!!) and Galactic Pinball (3-D pinball) have been mentioned in Power before, but Mario Clash and Mario's Dream Tennis are new titles that should follow the release of Virtual Boy. Mario Clash may be the most exciting title announced so far because it combines

elements of platform games and adventure games in a unique 3-D world with both side-scrolling and overhead views. Mario Clash is a good example of a game that fully uses the graphic capabilities of Virtual Boy. Nintendo also plans a vector graphic shooter under development at T&E Soft called Red Alarm. Red Alarm is scheduled to be the third game released with the introduction of the system in August. Red Alarm's polygon-based environment may remind players of Star Fox.





system. Virtual League Baseball will feature 18 international all-star teams and a two-player option, which can be used with Virtual Boy's Playlink cable.

Hudson Soft

Tetris-type action and Bomberman-like characters in a 3-D environment. The second title, Vertical Force, is expected to be a 3-D, sci-fi shooter.

Bullet-Proof Software plans to release VI-Tetris and Facebook in Japan. The challenge of 3-D Tetris will be obvious to everyone. The hide-and-seek play style of Facebook, especially as a two-player Playlink game, should be awesome. At this date, there is no confirmed plan to release the games in the United States, although that is likely to change.

Ocean of America plans to release the first Virtual Boy title programmed in the U.S. Based on the upcoming Waterworld movie starring Kevin Costner, Ocean's Virtual Boy offering will be a first-person action game with chases and shoot-outs.

Atlus Devil Busters falls into the action/arcade category of games. Atlus' Japanese development house has kept a tight lid on the game, but we'll bring you more very soon.



T&E Soft's Golf game is also scheduled to be released in the United States as a



may be one of the biggest developers early in the history of Virtual Boy. The biggest news is the development of Panic Bomber VB—a puzzle game featuring

- Processor: 32-bit RISC CPU
- Speed: 20MHz
- Display: RTI Dual mirror-scan, high resolution LED displays
- Resolution: 384 x 224 pixels for each eye
- Software: 8- or 16-Megabit ROM Game Paks (standard configurations)
- Sound: Digital Stereo Sound (self-contained speaker system)
- Controller: Double-grip with two directional control buttons
- Power: Six AA batteries (AC adapter or rechargeable battery adapter available separately)
- 2-Player: Playlink cable (connects two Virtual Boys)

### VIRTUAL FACTS

Release Date: August 1995  
Suggested Price: Less than \$200

Nintendo title. In addition to Nintendo's development groups at NCL in Kyoto, Rare Ltd. in Great Britain is scheduled to gear up Virtual Boy titles for Nintendo.

Kemco's Japanese development teams have been at work since last year on Virtual League Baseball, which should be one of the first licensee releases for the



## VIRTUAL BOY TITLES IN DEVELOPMENT

- Galactic Pinball .....Nintendo
- TeleroBoxer .....Nintendo
- Mario Clash (tentative) ..Nintendo
- Mario's Dream Tennis ..Nintendo
- Red Alert .....Nintendo

- Golf .....T&E Soft
- V1-Tetris.....BPS
- Faceball .....BPS
- Virtual League
- Baseball .....Kemco
- Panic Bomber VB ..Hudson
- Vertical Force .....Hudson
- Devil Busters  
(tentative title) .....AHS
- Waterworld.....Ocean



T\*HQ has begun development on several Virtual Boy licensed products here in the U.S. including possible sports and adventure games. Although we couldn't announce the first two titles at press time, we will let you know about these hot licenses as soon as possible.

Boss Game Studio in Redmond, WA is also working on a Virtual Boy game with help from Gerald Weatherup, the creator of a number of Game Boy titles including Desert Strike, Buster Bros., and Robocop.



## VIRTUAL PAK WATCH

Steve Woita and Jason Plumb have recently waded into the depths of 3-D programming at Ocean of America. Waterworld, a game for Virtual Boy and the arcade, which is based on the upcoming Kevin Costner film, will be the first American-designed game for Virtual Boy. Steve revealed that the game will use an over-the-shoulder perspective and concentrate on 3-D action. "It's intended to be an arcade experience," said Steve. "It will be easy to learn, but tough to master." The one-player or two-



player game puts players in control of armed trimarans. Missions may include offensive and defensive action as flotillas of jet skiers called "smokers" cause havoc on the high seas. Steve says that they have concentrated on increasing the speed of the graphics to create a virtual rush.

Over the past few months, Steve and Jason have had to learn a whole new way of looking at games, but Steve sees the stereoscopic elements of Virtual Boy as being just the icing on the cake. "What I really like about this system is that we have to concentrate on basic game



design. So many games these days have lots of graphic frosting, but when you cut into the cake, there's nothing there. Jason and I have been concentrating on what's inside." According to Steve, *Waterworld* will be finished in June or July, which means that it should be released shortly after the launch of Virtual Boy.

## REFLECTIONS

RTI created the Scanned-Linear Array (the visual component of Virtual Boy) as a means of producing extremely high resolution images on a tiny screen.



Although the SLA screen size measures only one inch, it produces an image that seems to be as large as a 12-inch monitor.

The SLA technology consists of a linear array of light emitting diodes (LEDs), a magnifying lens, and a counterbalanced resonant vibrating scan mirror. At any given instant, the viewer sees a reflection of a vertical line of LEDs corresponding to one column of the full image. As the mirror swings forward and backward (see the diagram), the apparent location of the vertical line sweeps horizontally from one edge of the virtual screen to the other. The CPU controls the LED pattern, which is timed to the oscillations of the mirror. You may see only one column at a time, but you perceive the entire image since the oscillating mirror moves so quickly, reflecting the changing LED image.



Virtual Boy also uses a technique called parallax to create the 3-D aspects of the image. Images are slightly shifted on the two different screens according to whether they should appear closer or farther away from the viewer. For instance, an object in the foreground appears shifted toward the middle of the left and right screens while an object in the distance appears shifted toward the outside on each screen. Objects that appear in the middle ground appear exactly the same on both screens. In the end, your brain inter-



prets the 3-D distance of an image by the amount that is shifted on the right and left screens. If it sounds pretty complicated, it is. The CPU controls the LEDs in the array, switching them on and off at the appropriate instant to create the reflective image.

The most impressive part of this technology as it appears in Virtual Boy is its ability to produce dramatic 3-D effects with smooth animation. Most of the games currently under development make use of this 3-D element in one way or another. The 3-D adds realism, but it also can add to the complexity and interest of a game. *Mario Clash*, which is a tentative name at this point, uses 3-D imagery to create layers of action while *TeleroBoxer* uses the 3-D first-person perspective for an in-your-face experience.

# PREHISTORIK MAN™

## FOOD GONE, MUST GET BONES

Me Sam! Tribe have no food! Dinosaurs steal all Sam's food! Big chief mad! Winter nearly here. Chief tell Sam to get bones to buy food for tribe. Must go to Dino Graveyard! Many bones in Dino Graveyard. Graveyard many days journey—dangerous journey! Sam bring friends. Chief come to give advice. Metalsmith join to make big weapons. Scientist build machines for Sam. Hunter show the way. Chief's pretty daughter come too—she refuse to stay behind. Chief let Sam marry pretty daughter if Sam get food for tribe. Sam gonna be first hero in history! Oogawhama!



The combination of stylish graphics, pinpoint play control, and entertaining plot makes Prehistorik Man a must-have player's game library.



Prehistorik Man first debuted last year in a five stage monochrome version for Game Boy. The craze-man's wild, good time attitude has been updated by Titus in a novel, twenty-three stage cartridge for the Super NES.

## THE OLD VS. THE NEW

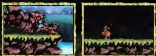
Avid game players may recall that the first Prehistorik Man game premiered on Game Boy last year. This black and white version is ancient history. The Super NES version rocks the stone age with huge colorful levels and amusing new characters.



New monsters, massive levels and the brilliant colors in the Super NES version of Prehistorik Man blow away its Game Boy predecessor.

## PRE-HYSTERICAL ANTICS

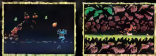
Sam has character—lots of character. His good laid-back attitude and antics might make you think Sam has a life that goes on after you've finished playing the game. Let go of the controller and Sam waves to see if you're still around—if you're not, he may dive off on you. Watch this cave-guy carefully. His hilarious antics add flavor to an already entertaining game.



Check out the pickpocket of prehistoric civilization—Sam can't hold a grudge and always checks out the "aim" or "sneaky" buttons to read the Chief's amazing dialogue at the end of every level.



Sam wins at you if you let go of your controller—there's a pause, a color and a village to feed. Ignore Sam long enough and he'll do all. Video game characters he'll do their best to do.



Ever play a level so difficult you've wanted to scream? Prehistorik Man has a Super Shield option that clears enemies from the screen. Sammy can also run on all fours like a wild party animal.

## PREHISTORIK TRANSPORTATION

Even though the byways are not as congested, getting around in the Stone Age is much more difficult and dangerous than with our modern methods of mass transit. When he's not hunting or gathering, Sam tests many prototypes of futuristic transportation. The Prehistorik Scientist is developing several new gadgets to assist Sam in getting from here to there.



### HANGLIDER

Sam takes to the skies on a wing and a prayer! Stretching the hide of the Spotted Leon across a wood frame, the Prehistorik Scientist fabricated the first heavier-than-air flying device. As with all new developments, there are a few minor glitches that require some fine tuning. Sam must dive the glider to gain more altitude. One minor drawback is that Sam sometimes runs out of sky to dive in. Ouch!



### OOGA BOINGA

The Prehistorik Scientist calls his invention the Ooga Boinga. Using a high tech device called a "spring", the Ooga Boinga propels Sam skyward at a high rate



of speed. Hold down the jump button to bound high above Sam's enemies. While Sam can squish most opponents with just one hop, precise landings require practice and timing.

### SPORTS WHEEL

Make a fast getaway on the Sports Wheel! The wheel allows Sam to travel at speeds never before experienced by mankind. Press left or right on the control pad to travel at normal speed. Use the Y Button or press diagonally up to accelerate at blinding speed. Pressing the jump button on



or a m p s launches the speedy contraption skyward.





## LEVEL 2: ANCIENT BRIDGES

Level Two is teeming with hungry bears, vicious lions, and FOOD! Bordes of treats are concealed in secret storage areas. Find these hidden meals by swinging your weapon in the air and at the ground. The map found on these two pages outlines how to find two concealed areas, but a third one remains hidden. Want a hint? Pound the ground just before Squ gets to the Spotted Lion.

## 1 PREHISTORIC SCIENTIST

The Prehistoric Scientist requires Sam's assistance. The only way to cross the next level is to be a bird or build a Hang Glider. Unfortunately, Hang Gliders cannot be invented until the scientist obtains the hide of the Spotted Lion. Fortunately, the inventor knows where a lion's den is located.



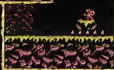
## 3 BONUS BREAKTHROUGH

One of the most fascinating features of Prehistoric Man is the multitude of hidden areas brimming with bonus items. Use Sam's club along the ground on the left side of the second save point. Stars bounce off Sam's club,

when he finds a weak floor or wall. Keep pounding until the wall caves in. Use this same method to reveal hidden platforms in the sky.



Pound the ground and look for grand. Stars may also break walls or floors that are ready to break apart. Use your club to reveal hidden items. Collect the goodies and get the system back to its normal state.



## 4 POUND AROUND

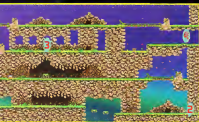
Oogwahama! It's another hidden area full of food! Beat the lion and pound the ground after crossing the upper bridge on the far right. Drop in the hole and explode. Defeat another lion and pick up the temporary invincibility skin! Watch our furry felines in a spayback time!



The below bear state in the pit might look Sammy like a scratching post. One method for easy victory is the Super Shield—just about it out!

## 2 HUBBA HUBBA!

Oogawhama! It's the Chief's daughter! This level is full of bonuses! In fact, she's here to teach Sammy how to spell B-O-N-U-S. Ungowa! Sam never knew spelling could be this much fun! Each level has a letter. What do the letters mean? Sam had better collect them and find out...



## SPOTTED LION

The rare Spotted Mountain Lion living high above the Ancient Bridges possesses a taste of aerodynamic goodness. The Prehistorik Scientist requires this skin to complete the Hang Glider. Several regular huns block the path to the Spotted Mountain Lion, but Sam can use some nice soccer skills to pummel them out of his way. Save time and hearts

by using Sam's Super Strength on the Spotted Mountain Lion.



## PREHISTORIK MAN

The road to the Dino Graveyard is strewn with prehistorik peril. The following overview informs cave dwellers of what to expect:

### LEVEL 3 CLOUD CANYON

Hang out in the skies above Cloud Canyon and make sure that you collect all fifteen gems before you leave the area.

### LEVEL 4 HIGH JUNGLE

In order to reach the Dark Forest, Sam must find three gems and place them in a sacred shrine. The Chief is here with helpful hints.

### LEVEL 5 DARK FOREST

Jump from vine to vine as you make your way through the jungle. Watch out for the coconuts thrown by angry monkeys.

### LEVEL 6 FOREST VINES

Ungow! Sam needs to grab a vine in the back of his head. Avoid birds and frigate apes as you swing high above the forest floor.

### LEVEL 7 OLD VOLCANO

Relax, it's an old dormant volcano. There's no danger here just a few steam vents. Nothing Sam should be worried about, right?

### LEVEL 8 BURNING TREE

You're inside a burning tree! Every body has! Sam must climb to the top as flames lick at his every foot. Jump perfectly or get burned!

### LEVEL 9 BURN TREE

The volcano blows off! The whole island is burning! Sam flies along the treetops. Use some vine platforms to climb above the flames.

### LEVEL 10 WINDY TREE

Sam's inside another huge tree. Windy winds help push him higher and higher. Time your jumps and ride the thermals to the top.

### LEVEL 11 APEMAN VILLAGE

Apes ravaged the forest and tied him to a tree! At least they didn't get the chief's daughter. Sam must spring to the rescue!

### LEVEL 12 APEMAN SUBURBS

Grab the Dogs Bonga and break through the ApeMan Suburbs! This stage has no problem! But wait... what's that prehistorik cop doing?

### LEVEL 13 NIGHT FOREST

Sam needs a light to get down. There are some fireflies high in the trees. Maybe the old plat forms will support Sam.

### LEVEL 14 DARK TREE

Time to leave the treetop! Sam must work his way down the giant hollow tree, but it's dark! Keep your feet firmly glued to your ankles!



# LEVEL 15: SLIMEVILLE

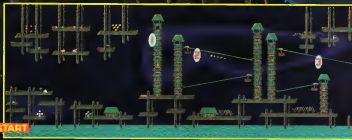
Many moons ago, the precious Book of Knowledge was stolen by the tribe of Slimeville. The tribe has used the information to build a sprawling treetop city filled with food, clanking machines. The Book of Knowledge contains all sorts of valuable information, including the directions to the Dino Graveyard. Sam must recover the sacred tome in order to save his tribe. Slimeville citizens pledge loyalty to their city and swear that they will do everything in their power to stop our favorite caveman. Bubbling purple mucus heads and spitting bags add to the toxic misery. Can anyone flush all the slime out of this city?

## 1 HIDDEN WARP POINT

Sam can uncover a hidden doorway if he uses his club in the right location. Stand on the platform above the save point and jump while swinging Sam's club. After several attempts, a new platform and a secret door will appear.



Use the club to find concealed platform areas. This hidden location is stocked with food and an extra life.



## 2 BIG JUMP

Hungry for some more food? Climb up to the longest Gondola at the top of Slimeville. As the car swings into motion, get ready to make a major leap to a hanging platform suspended high above Slimeville. This jump requires practice, dexterity, and perfectionism. Hold down the Y Button so Sam has additional power to jump farther than normal. If Sam jumps too late, he'll bump his head on the bottom of the platform and plummet into the depths of the stinky city below.



This jump requires both timing and practice. Dip the Y button as late as you can to get the most distance. If you miss, Sam takes a bump.

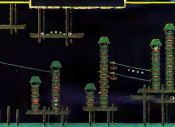
## SPELL BONUS

Hidden throughout the levels are letters that spell "BONUS." These letters are difficult to obtain, but the rewards are worth the effort. When you find all five letters in consecutive levels, Sam will warp to a bonus stage and have the opportunity to collect extra food, points, and lives. The trick to gathering all of the items in the stage is to run right and jump on top of the higher platforms.



## 2 GONDOLA RIDE

Take the rickety sky ride across town! These gravity-controlled wooden gondolas allow the citizens of Slimeville quick access to all points across the swampy burg. Sam can regain strength and pick up some food if he rides the right tram. Don't slip and fall—it's a long way down to the toxic blue muck!



## PREHISTORIK MAN

Hey! If you're reading this far, you're over halfway through the game! Great job! The Dino Graveyard is just a few levels away.

### LEVEL 16 SLIMEVILLE TOWN

Sammy needs to collect all four pages of the Book of Knowledge in this town. Dr. Crocker and annoying Slimeville citizens make the going tough.



### LEVEL 17 SLIMEVILLE

It's time to get out of town! Thankfully, the Prehistorik Scientist has the sports wheel ready. Use the B Button to jump the Ultracycle!



### LEVEL 18 CRYSTAL CAVERNS

The Chief's daughter has wandered off and become lost in the Crystal Caverns (you know the work happens, didn't you?). Sam must save her!



### LEVEL 19 CRYSTAL CAVERNS

Turbo-charged Blizzards. These translucent caverns are filled with hidden passages. If only Sam could find the one that leads out of here...



### LEVEL 20 CRYSTAL RIVER

Time to go rafting on the river! The Blacksmith built seaworthy rafts for the swampy down stream. Too bad nobody made a net for the hungry fish!



### LEVEL 21 ICEBERG

It's slippery on these floating icebergs. Keep our footing and use the yoff to land off upright periscope. Remember that covenants can't swim yet!



### LEVEL 22 ICE WASTES

Then travel to the Dino Graveyard as at the top of the Ice Wastes, but Sam has a long climb ahead. Save your yells and watch your steps.



### LEVEL 23 DINO GRAVEYARD

Yikes! Sam made it to the Dino Graveyard. Aside from a few ghosts and pits, this stage is a breeze! Hit the goal and... why is the ground shaking?!





QUEST FOR THE OLYMPIC RINGS

## RING IN THE OLYMPIC GAMES!

SUPER NES

*U.S. Gold, maker of Flashback and the Incredible Hulk, brings adventure fans a unique challenge: save the Olympic torch from being snuffed out forever! Fiendish forces have stolen the*

*Eternal Flame used to light the torch. Izzy, the impish mascot of the 1996 Games, must elude the dastardly ring guardians and find the five hidden Olympic rings so he can travel to*

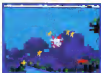
*Atlanto and light the torch. U.S. Gold plans a fall 1995 rollout of this game, but we wanted to give Nintendo Power readers a sneak peek!*



TM © 1992, 1993 ACOG  
© 1993 U.S. GOLD INC.

## IS HE IZZY?

Izzy gains special powers by leaping into a pulsating Morph Star. He can fly to distant ledges by morphing into a javelin, slice up scoundrels by changing into a fencer, and bash buddies and barriers alike by zapping into a baxter. Careful, though! In the true spirit of amateur athletes everywhere, morphed Izzy's desire often exceeds his skills. Izzy will have to practice hard, or his flights of fancy will sputter out at awful times!



## JAVELIN

This morphed Izzy can swoop and soar to new levels. He can also dive at enemies with a menacing scowl on his face. Grab javelin Power-Ups so Izzy can keep on flying! That Izzy is certainly a straight arrow.



## HANG GLIDE



Elope enemies, grab valuable medallions and reach higher levels with aeronautical Izzy. He's hardly an ace pilot, though. Watch those rocky landings, or you could lose a life!

## WHIZZY IZZY

Asteroids and comets and lava, oh my! You can zoom by stars with rocket Izzy, but your best strategy may be to take it slow. Save fuel by detouring around perilous planets and marauding meteors while you nab medallions. When you need a boost, grab a lightning-ringed Power-Up. This morph will also appear in the strangest places along Izzy's journey!





## GREEK VILLAGE

## ONYX RING

Izzy's quest begins at the site of the ancient Olympics, where he'll climb vines and hop from pillar to pillar in search of his first ring.

His time in this lush landscape will be no picnic, though.

All sorts of green mechanics and prickly pursuers are lurking in the grass, just waiting to ambush our hero!



Fortunately, Izzy is a lot more clever than any of the ring guardians. His spinning jumps will knock them out and win points.

## TAKE 2



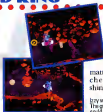
Don't dilly to look at the ancient ruins. Finish a round early and the judges will honor you with a gold, silver or bronze medal, plus bonus points.

## EMERALD RING

## LAVA DOME



Talk about red-hot competition! Izzy will have to fight off magma monsters and burning boulders on his way to the next ring. Even the clouds have eyes in this creepy level!



Making your way through the maze of caverns and tunnels is especially tricky. Keep careful track of where you have been or you may find yourself going around in circles! No matter the obstacle, though, Izzy's cheerful personality always shines through.

Izzy will have to keep his cool and move fast. The ground isn't a landing or— or under— could erupt into hot lava at any moment!

## EXIT TO ATLANTA

## AMBER RING

Those diabolical ring guardians never seem to give up! Izzy will face some of his nastiest challenges as he climbs rocks that defy gravity on his way to the Reality Vortex.

As in all levels, Izzy can find Power-Ups, treasures, and nasty surprises, in hidden eggs and vases.



Lighting a Reaster Statue allows impatient Izzy to save precious steps if he loses a life.



The Dream Team was never as tough as this gang of green gloopies and flame-spitting tornadoes. Izzy will also have to dodge streaking comets and climb razor-sharp ropes. At long last, though, he'll win the Amber Ring and head for Atlanta!

## POWER-UP

## BONUS AREAS

Special challenges along Izzy's path allow him to rack up bonus points without risking a life. If Izzy finishes a level fast enough, he qualifies for an Elder Challenge. He'll have to master these to find two of the hidden Olympic rings!

### WHERE TO LOOK



When Izzy reaches into a shelter, he should take his Lava Vile. Suggest to take a few vials at nearby wells and stations.

### BUSY IZZY

Hidden tunnels and others of use lead to treasure troves of medals. Once on well as having an egg. Izzy may have to jump after he disappears from sight.



Izzy is always brave, but he should be especially fearless in the bonus areas. After all, he has nothing to lose!

# COUNSELORS' CORNER

**SUPERNES**

## ILLUSION OF GAIA

### HOW DO I DEFEAT THE VIPER IN THE SKY GARDEN?



Mark Cottrell

**T**he Sky Garden is rough area, topped off with a tough, scrappy bird that requires lots of practice. Use Freedan to defeat this foe. Develop a pattern of switching between attacking the Viper and dodging the projectiles he shoots. If you can avoid taking damage, Viper doesn't stand a chance. There are no safe hiding places from the bird. Retire the stone fowl with twenty blows from Freedan's sword.



Nowhere to run and nowhere to hide! Strike Viper and quickly dodge his counterattack.



Freedan needs to strike this blue stone bird at least twenty times. Save your hero!

?

### HOW DO I DEFEAT SAND FANGER?

?

**T**his centipede roaming the base of the Great Wall is a challenging opponent. Sinking sand indicates where the insect is about to appear. Stand

next to these sink holes and swing Will's weapon as the beast begins to rise out of the ground. If Sand Fanger spits out a small green creature, use Will's defense (press

the L or R Button) to block any stones thrown your way. Keep repeating this pattern to send the large centipede crawling off for good.



That's the blow! Watch for the sand indicate Sand Fanger's location. Strike them out!



The best time to strike Sand Fanger is when small creatures spew from the centipede's maw.



Will needs to hit Fanger forty times to send this beast underground for good.



## HOW DO I FIX A BROKEN SWORD?

**W**hile a broken sword cannot be repaired, you can prolong the life of a weapon by using a Hardening Potion. This potion increases the number of times a sword can be used before it breaks. It is important to note that most swords cannot exceed a maximum of ninety-nine swings. A few rare weapons have unlimited uses.



**Dmg!** Another broken sword! Keep a backup weapon in your inventory at all times.



Hardening Potions are kept in vials with a "V" on the labels. Save them for valuable weapons.



## HOW DO I GET TO RUINS AREA SIX?



**Y**ou can access Ruins Area Six only after you complete the Second Sliding Pole Room. This long, narrow chamber is

on the western edge of Ruins Area Five. Walking into sliding poles damages your character, so deactivate the rods by selecting the "USE"

command on a series of switches in a room east of the chamber. Once the poles are neutralized, you'll be free to continue your journey.



Switches in the next room stop these sliding poles. You must deactivate them.



Hit the switch at the exact moment that the pole retracts completely into the wall.



After stopping the poles, work your way north through the room without falling.



## HOW DO I DEFEAT THE NINJA IN CAVE B-1?



**T**he Ninja lurking in one of the final rooms in Cave B-1 is a nuisance to many game players. You defeat the Ninja with your sword if you raise your levels to fifty, but

there is an easier way. Select the Fire Spell and attack the Ninja from a distance. This spell inflicts little damage, but it allows you to attack with room for an easy escape. Exit through a near-

by door and push the L and R Buttons to regain life and magic strength. Be sure to rest out of the Ninja's line of fire. Resume the battle when your life and magic are fully restored.



Don't use your sword on the Ninja or he'll multiply into two deadly images.



Unless you want to be an easy target, never retreat where the Ninja's slashes can hit you.



The Fire spell is deadliest against the Ninja. Invoke the spell at a safe distance.



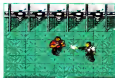
Travis Williams

## HOW DO I DEFEAT THE TERRORIST IN THE RESTROOM?

**T**he shotgun-toting rogue terrorist in the men's room in Stage Three is a very tough opponent. First destroy all three bathroom stall doors with the Shotgun. The Shotgun eliminates each door with one or two shells. If the stall doors remain intact, unlimited enemies pour into the room. After demolishing the doors, select the Uzi and drop the terrorist from a distance.



These will explode when you really beat! Select the Shotgun and clean out the stalls.



Use the Uzi on the terrorist. This weapon has a longer range than the shotgun.



## HOW DO I DISABLE THE COMPUTERS?



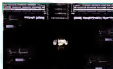
**T**he computer room in the underground subway is the end of the line for many game players. The trick to finishing

this area is to destroy the four computers as quickly as possible. Use the Uzi or the Shotgun to demolish each terminal. While grenades

work well, they may bounce back at Harry. Ignore the unlimited enemies in the room—use the diving shoulder roll and dodge.



Wasting bullets on the unlimited enemies pouring into the room is a fatal mistake.



Select the Uzi or the Shotgun to permanently shut down this terrorist computer system.



If Harry has enough lives, you can ignore the enemies and quickly fire away.



## HOW DO I GET THE 1-UP UNDER THE CHATEAU?



**O**ne of the trickiest hidden Omega Symbols is in the first stage of the game. The key to finding this and other secret areas in the Chateau is to look behind all of the furniture.

After placing the modem on the computer, follow the path leading out of the building. Keep an eye out for a guest reading a newspaper next to a bookcase. Stand behind this bookcase and shoot at

it several times. If you aim accurately, a small explosion will blast a hole in the back of the cabinet. Walk down a concealed stairway and collect the Omega Symbol in the basement.



The Omega Symbol beneath the Chateau eludes the best game players.



Stand behind this bookcase and shoot at it. Do not hit innocent bystanders.



You're in the basement! Collect the Omega Symbol and get out of the Chateau.

## CAN I GET MORE LIVES?

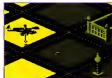


Eric Bush

**T**he only method for obtaining extra lives in Desert Strike is to find Extra Life crates throughout the game. Extra Life crates look like boxes with crosses on top of them. The best way to find these items is to destroy all of the enemy buildings, especially in the Third Campaign. You can also replay earlier areas and complete easier levels with more lives.



The only way to build up lives is to find Extra Life crates hidden throughout the game.



Destroy the building left of the Presidential Palace in the Third Campaign—and you'll get!



## WHERE DO I GET THE BEST COPILOT IN THE GAME?



**L**t. Carlos "Jake" Valdez is the best copilot in the game. Unfortunately, Jake is MIA during the First Campaign. Select Lt. Kris Timmarie as your copilot

until Carlos is rescued. While Kris is slower at the winch, she can hit more targets than most copilots. After rescuing the MIAs and completing the First Campaign, write

down your password and restart the game. Jake is still listed as MIA, but you can select him after entering the password for the Second or Third Campaign.



Where's Jake? Rescue the MIAs in the First Campaign and write down your password.



The copilot screen lists Jake as MIA in the Second Campaign, but pick him anyway.



Jake is proficient with both the gun and the winch. Pick him for dangerous missions.

# Q & A FAST FACTS

Write to:  
**ConsoleFaq's Corner**  
 P.O. Box 97033  
 Redmond, WA 98073-9733

### NHL STANLEY CUP

- Q:** Can Best of Seven Mode be played with one player?  
**A:** No. Two players only.
- Q:** Why are personalized socks?  
**A:** Avoid excessive checking, or scrapie!
- Q:** Which teams are the best?  
**A:** Most players prefer LA and Montreal.

### SUPER BOMBERMAN 2

- Q:** How do I get Players 3 and 4 to read "MAN" on the player's screen?  
**A:** Plug a multi-player accessory to Port 2 on your Super NES.
- Q:** When playing Gold Bomberman mode, what does the red struggle on the ralleto wheel represent?  
**A:** Sandals that make you walk slow. This is a booby prize. Find some skates!

### ELITE SOCCER

- Q:** Which are the best teams?  
**A:** Italy and Brazil.
- Q:** Can I control my goalie?  
**A:** No.
- Q:** How do I perform defensive hits?  
**A:** Press the A Button. The computer determines your move.

# TOUR de NINTENDO

Two of America's most popular pastimes make tracks together with Life Fitness Exertainment™ system. Play specially designed Super NES games while riding a special stationary bike!

## PUT YOUR METTLE TO THE PEDAL

Game control with your feet? That's the unique promise of the Life Fitness Exertainment system, the product of an unusual collaboration between NOA and Life Fitness, a world leader in exercise equipment. Simply connect a Super NES to a Lifecycle® bike via an Exertainment adapter module and pop in a cartridge. Instead of a boring half hour of staring at the wall, you can race a mountain bike through mountains, snow, fire and ice. Switch courses—and vehicles—to the turbo-powered demons of Speed Racer™. Now you're fending off cutthroat competition as you race up hills and down canyons in the fastest cars on earth! You control the outcome, because the faster you pedal, the faster your car goes.

With two decades of experience in exercise machines, Life Fitness has the knowledge to make the Exertainment system a top-notch workout aid. With both Mountain Bike Rally™ and Speed Racer, you can choose hilly or flat courses, set the level of competition and pick your vehicle! The result is a program carefully calibrated to your fitness needs and game-playing wishes.



## HOW IT WORKS

The Exertainment module connects the Lifecycle to your Super NES. It contains a special processor that converts your pedaling speed into a digital bit stream and sends it to the game system. Currently, Life Fitness offers two Exertainment models. The 5500X comes with the Lifecycle, the Exertainment module, special controllers and the Program Manager™/Mountain Bike Rally cartridge. It must be used with a Super NES. The 5500 comes with a deluxe Lifecycle that can be used with or without the Super NES, as well as a heart rate management kit and all the extras that accompany the 5500X. Plans are in the works for Exertainment modules that can be added to other Lifecycle models.



## PLAYING LIFE FITNESS

Playing foosies with a Super NES is surprisingly intuitive, thanks in large part to the good feel of the controller. It takes a bit of experience to get used to the stiff resistance you'll feel pedaling uphill. With Mountain Bike Rally or Speed Racer, if you set your fitness level too low, you'll always win, because you can easily make up for your mistakes by turning on a burst of speed and passing your competition. Remember, no pain, no gain!



## THE PROGRAM MANAGER

All Life Fitness games include this computerized tool aimed at enhancing your exercise experience. Begin by entering basic info like age, gender, weight and fitness goals. Program Manager uses the info while you play the game to calculate distance cycled, time elapsed and calories burned, both in single sessions and over time. Trainer programs like Heart Rate Zone Training, which are also bundled with each cartridge, will make sure you get a good all-around workout, neither too easy nor too tough.

Program Manager shows your performance against your long-term goals.



Program Manager can display workout information, just like a traditional Lifecycle display.

Life Fitness has also developed Program Manager and other Exertainment software with help from medical experts.

## IN THE WORKS

Life Fitness' engineers are developing a recumbent Lifecycle with an Exertainment system, scheduled to ship this fall. Life Fitness is also developing a turnkey system, including Lifecycle, Exertainment module, Super NES and TV set, for health clubs. As we went to press, we got word of plans to develop special Exertainment modules for Life Fitness' Lifestyle™ treadmill and Lifescape™ stair-stepper as well as an Exertainment adapter for other Lifecycle models.

# PACMAN™



Life Fitness and its partner, Software Creations, have given Nintendo Power an exclusive first look at the first Pac Man game with 3-D graphical Everyone's favorite big mouth has been given arms, legs and an arsenal of goofy weapons for offing greedy ghosts. Freed from the confines of his 2-D world, Mr. P now runs, jogs, surfs

and jumps. The faster you pedal the Lifecycle, the faster he goes. It looks like the ghosts have been given new duds, too. Life Fitness is finalizing the name of this game and plans to release it this fall.

## GAME NOTE

To breathe new life into an all-time classic, Software Creations is using cutting-edge technology, including Silicon Graphics workstations, raising rendering software from Alias.

## STRATEGY

You'll have to stick to your exercise routine if you want Pac Man to survive. The faster you pedal the Lifecycle, the faster he goes. If you go too fast, though, he'll stop to catch his breath—and then the ghosts might catch him!

Up in the air? It's a bird, it's a plane, it's just little old Pac Man!



Waka-waka! 3-D Pac Man's weapons include a hammer, ray gun and pop gun.

# SPEED RACER



The dashboard displays your RPMs, MPH and time elapsed, plus icons of special features.



Beginning this fall, everyone's favorite cartoon leadfoot will lay rubber at the Exertainment starting line. Radical Exertainment kept the chopper blades, gripper tires and leaping ability from Accolade's original Super NES version of Speed Racer, but now you determine your vehicle's speed with your legs instead of your thumb. Beware: the sound of "vroom, vroom" and Speed's tires squealing he skids sideways into a turn could send you into singing endless choruses of "Go Speed Racer, Go!"

## GAME NOTE

"Papa" Racer has built many technological marvels into the sleek MACH 5, driven by his son Speed. On the way from New York to Tokyo, Speed will have to run all of MACH 5's capabilities as he settles a love of friendly—and not so friendly—rivals.

## STRATEGY

The Exertainment version of Speed Racer offers a choice of flat, hilly or variable terrain. Flat is good for warming up or learning a course or for light workouts. Race-game freaks will want to start out on a hilly course.

Powered by the p-Face Coprocessor that the Autopack helps Speed fly past dwindling rivals.

IT FITNESS FOR THE FUN OF IT THE FUN OF IT FITNESS FOR THE FUN OF IT FITNESS FOR THE FUN OF IT FITNESS FOR THE FUN OF IT FITNESS FOR THE FUN OF IT FITNESS FOR THE FUN OF IT



# TETRIS AND DR. MARIO

Bend your brain while toning up your thighs with a pair of classic puzzlers adapted to the Exertainment system and slated for fall 1996 release. Pedaling harder won't change the speed of the falling blocks or Dr. Mario's plummeting pills. Instead, you rack up time credits that can help you out deep into the game, when you've rung up 100,000 points or more. Now that's incentive to keep on bikin'.



Longtime fans will be happy that Life Fitness is keeping the familiar mirror face.

Vanquish versus Vanquish by going deliberately colored pills atop them.

## GAME NOTE

What more can we say about the biggest hit to come out of Russia since the conquest of Tchaikovsky's 100 Overtones? Not much, except that its patented long-term playability is ideal for marathon workouts.

## STRATEGY

Tetris and Dr. Mario have always been games that demanded coolness with the controller. That can be a problem when your workout is giving you sweaty palms! Try to maintain a steady speed, and keep a dry towel handy.

# MOUNTAIN BIKE RALLY



Now here's a piece of foot-friendly software. What's more appropriate for an exercise bike than a bike race game? Thanks to game designer Radical Entertainment, you can punch-out rival riders and evade track antagonists who will try to pelt you with objects. You'll also find yourself gripping your handlebar as you catch air in Dark Gulunda and screaming as you spin out on the ice of Frostlands. That's O.K.—you're used to getting into your gaming. Has working out ever been this much fun?

## GAME NOTE

There are eight riders, each with a special home track. Other options include bike type, steering ability and race tone. Interact with the Program Manager who lets you monitor your workout while having fun.

## STRATEGY

With the average race lasting several miles, Mountain Bike Rally emphasizes strategy and endurance training rather than flat-out speed. Slip-stream behind your rivals, then pass them on the last lap.



You'll have to rack up 100 laps to make it out of the quill or about.



Ramps placed throughout the course control you fly by your rivals.

# JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE™



THE FIGHT AGAINST  
TERRORISM CONTINUES  
IN THIS AWESOME SEQUEL  
TO DESERT STRIKE BY T\*HO  
AND ELECTRONIC ARTS.

## CO-PILOTS

While you may be a pilot of great skill, you're useless without a competent co-pilot. Be sure to examine the personnel roster carefully!

### MR. 3B

Mr. 3B is just that, third in his class at the academy and your third choice on a roster of two co-pilots. Loose this guy back at the base!



### MR. EGO



Scott Arsenio thinks he's a hot, but actually he is merely average at both the wrench

and the gun. He is the best co-pilot to choose at the beginning of the game.

### FACEMAN

Grant Foster is a great gunner, but he has poor wrenching skills. You can use him as your co-pilot after you rescue him in the second mission.



### ANNIHILATOR



Personnel D is the only female co-pilot in the game. Her gunning skills are mainly adequate, but she is a warrior with the wench you'll rescue her during Campaign 4.

### WILD BILL

Once you save Wild Bill in Campaign 8, you'll have the best co-pilot in the business! With his skills at your command, you'll be unstoppable.



## TERROR IN THE STREETS



FORRENTS AND AN EXPLOSION WAS RECEIVED IN THE TOWN OF SOUTH AMERICA.

The evil drug lord Oyvega has teamed up with your arch-foe's son Kibalo. Together they are plotting their revenge against you and your country. They have gathered together a powerful private army, funded by their illegal activities, and supplied with black market weapons. When the word got out that these evil doers were back in town, the call went out for America's best pilot, you! If you can't stop them, no one can.

# A DIFFERENT WAR

JUNGLE STRIKE

## ■■■ A TOUGHER FIGHT

If you've played Desert Strike, you're going to love Jungle Strike, but be ready for a tougher fight. The missions in this game are enough to drive most pilots into the dirt. Because the enemies have improved their weaponry, the army has provided you with a few new toys as well. There is rumor that there may even be a Stealth Fighter for you to find!



Whether by air, land or sea, your mission is to eliminate the dangerous insurgents.

## XL-9 HOVERCRAFT

When you get to the second campaign, you'll get to use the XL-9 Hovercraft. It's well equipped, so you shouldn't have any trouble.

You can't fly over the bridge, so take the Hovercraft instead.



## ASSAULT MOTORCYCLE

Some of the enemies are impervious to air attack, so try using the Attack Cycle instead. Its low flying missiles can finish off anything.

Steering the motorcycle can be tricky, so practice before you take it into battle.



# WASHINGTON D.C.



## ■■■ BRIEFING

Two well known drug lords have mobilized their private armies against Washington D.C. and you are the only pilot capable of stopping them. To make matters worse,

the President's motorcade is due back in town at any moment. You must use extreme caution when engaging the enemy. You are fighting on your home turf, so any stray shot will spell disaster.

## MONUMENTS

The terrorist army has planted heavily armored recreational vehicles around several of the monuments. You must destroy them!



Use your missiles to destroy the enemy vehicles.

Avoid hitting the monuments, or your mission is over!



## CAR BOMBS

The cowardly terrorists have decided to use car bombs. Hit the cars quickly to prevent the loss of innocent lives.



Use missiles to destroy the car bombs quickly.



If the terrorists make it to the embassy, many lives will be lost.

## MOTORCADE

The President is back in town, and the terrorists are planning on assassinating him. Escort him and his motor pool back to the White House, where he will be safe from attack.

Hit the terrorists quickly, before they can injure the President.



Don't shoot while you're behind the line or you may hit it!



Campos do Carmo

DO JE LAVEIRO VOL. 01 ME 73 93

# SUB HUNT

## ■ ■ ■ BRIEFING

To prevent a future attack on our nation's capital, the President has sent you deep into the jungle of South America to hunt down Ortega's private army. Because this area is well defended by anti-aircraft weapons, you'll need to use the hovercraft to complete this mission. Almost everything in this mission is held by the enemy, so shoot anything that moves.



Using the hovercraft will help you to avoid the anti-aircraft weapons.



## NAVY SEALS

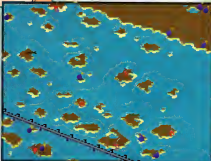
Northwest of your starting point you will find two Navy Seals. Destroy the enemies that are attacking them, then haul them to safety.



Shoot the enemy soldiers quickly, before they hit your men.



Hover over the Navy Seal units while your co-pilot hauls them to safety.



## HOVERCRAFT

Land on the pad next to the hovercraft, then take control of the prototype vehicle. Use its powerful missiles to clear Ortega's army.



Delete all of the enemies that land on the pad next to the hovercraft.



You'll need to use the hovercraft if you want to finish this mission.

## CRATES

Ortega's men have been smuggling unknown substances into the country using small speedboats. Use the hovercraft to destroy the speedboats, then collect the crates before they sink.



If the smuggler's speedboats aren't stopped quickly, you'll fail the mission.



After destroying the speedboat, collect the crate that is left behind.

## AMMUNITION

## ARMOR REPAIR

## FUEL

## F-15 PILOT

Because of the high level of anti-aircraft fire in this area, an American F-15 was downed. You must save the pilot before he is captured by Ortega's men.



Look for the downed F-15 on the east side of the map.

Pick up the pilot and take him back to the base for an armor refill.

## SUBS

Believe it or not, Ortega has gotten his hands on a few attack submarines. Stop them before they can attack any passing freighters.



Luckily the submarines are still floating on the surface.



Keep hitting them with missiles until they sink.

# TRAINING GROUNDS

## MISSION BRIEFING

An American communications expert was captured while spying on the terrorists' training grounds. Now you must fly in, save him, then destroy the training center before the terrorists can mobilize a counter attack.

It's back to the desert with you. Destroy the terrorist army when they are unprepared.



### CAMPS

If you wipe out the guard towers, you can safely attack the rest of the encampments.



It can be tough to hit the control towers. Try hitting them when you're below them on the screen.

### LANDING ZONE

Because the landing zone is behind enemy lines, you need to fly in some troops to protect it from attack.



Don't bother destroying the tent, you'll need it later.

### RADAR SITES 1

The key to a safe airborne attack is to clear out the radar stations. The radar trucks are well defended so be careful.



After clearing out the radar, you'll be tougher to hit.

### COMM. EXPERT

Rescue the communications expert that was captured, then carry him to the telephone wires. He'll bug the lines and provide you with important info!



Shoot the prison building and you find the communications expert.

### TANK DEPOT

Destroy the enemy tanks before they can be mobilized. Some of the tanks fire back, so beware!



A few missiles should help you get rid of the tanks in the area.

### RADAR SITES 2

As you get deeper into the encampment, you'll discover more radar stations. Destroy them!



The radar stations should give you very little resistance.



- AMMUNITION .....
- ARMOR REPAIR .....
- FUEL .....

### TRAINING H.Q.

If you can succeed in destroying the Training H.Q., you can stop the massive build-up of enemy troops.



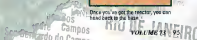
Be sure to capture all of the enemy commanders that you find in the building.

### REACTOR

Destroy the Weapons stockpiles and steal back the missing reactor. Do not destroy it, or there will be a radiation leak.



Once you've got the reactor, you can head back to the base.



# NIGHT STRIKE

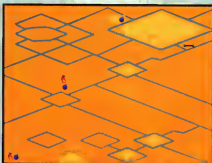
## ■■■ BRIEFING

In retaliation for the attack on the terrorist training camp, the terrorist leader Killbaba has taken several of our troops hostage. It is your mission to rescue our boys from their pit prisons, then neutralize Killbaba's troops.

### WATCH TOWER

Take out the watch towers quickly to keep the rest of the enemy troops from discovering your presence. When you execute a night attack, it is best to remain hidden.

If you want to destroy the watch towers, try hitting them when you're below them on the ground.



AMMUNITION .....

ARMOR REPAIR .....

FUEL .....

### P.O.W.S

After rescuing the scientists, you'll need to save the rest of the prisoners. Be sure to take out the enemy units before you attempt to rescue the soldiers.



One of the captured soldiers is your missing co-pilot. Be sure not to hit her by mistake.

### WEAPONS PLANT

Like all proper terrorists, Ortega's men are busily making new weapons. Destroy the weapons plants before they succeed.



It only takes a few shots to destroy the weapons plants.

### COMMANDER

The best way to learn about your enemy is to ask him. Capture the enemy commander to learn more about Killbaba and Ortega's plans.



After destroying the Wespan HQ, capture the commander inside.



### GREEN BERET

In order to hold the landing zone, pick up the Green Beret and drop him at the site. He will protect our soldiers when you drop them off.

Don't shoot the Green Beret or you won't get the needed protection at the landing zone.



### CHOPPERS

Killbaba has gotten his hands on several helicopters. Destroy the helicopters quickly, or you'll find yourself grounded.



The helicopters are well armed, so use your missile to destroy them.

### SCIENTISTS

The terrorists have captured three scientists and are keeping them hostage. Rescue them before they are forced to create new weapons for the terrorists.



Shoot the bamboo cages with your guns, then pick up the prisoner that's held inside.

# PULOSO CITY

## JUNGLE STRIKE

### BRIEFING

Ortega's army has taken over the town San Puloso and his men are ruling the town. Very few of the citizens are still here, so many of the buildings are safe for you to attack. Keep a lookout for fuel and ammo in the ruins of the destroyed buildings.



Whenever there is a hostage to be rescued, you'll come to the rescue!

### PLANT

Ortega's processing plants are hidden throughout the city. Find them and raze them to the ground.



Hit the trucks outside the plant with a missile.

### ON RESCUE

The United Nations offices have been taken over, and the people are being held hostage. Destroy the buildings, then rescue the people inside.



Be careful not to hit the gold guys that are inside the building.

### COUNTERFEIT

The terrorists are trying to cripple the American economy with counterfeit money, and only you can stop them.

After you destroy the building, you'll be surprised by an enemy tank raid.



### POWER GRID

If you attack the Power Grid, you can cut off the power to all of Ortega's armed forces.

Aim your missiles at the base of the towers.



### ARMOR CARS

You know that the terrorists have stolen armored cars. Destroy their hideout to flush them out in the open.



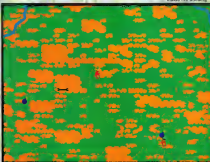
This may look like an office building, but it's really the terrorists' hideout.

### DETONATORS

You'll need to use the attack cycle to defeat the armored cars. Inside the cars you'll find the detonators that you need.



Hit the armored cars from the ground, or Destroy them.



AMMUNITION .....

ARMOR REPAIR .....

FUEL .....

### C4 EXPLOSIVES

You'll need to hit one of Ortega's weapon plants to locate the needed C4 Explosives. Look through the rubble to find it.



Be careful not to shoot the explosives after you destroy the building.

### OPS. ROOM

The only way you can destroy Ortega's Operations Room is to plant the C4 Explosives. Drop off your co-pilot and let him do his job.



Protect your co-pilot while he's on the ground!

PLAYERS

POLL

CONTEST

GRAND PRIZE  
**WIN YOUR OWN**



**BYND™**

**POWER PLAYING CIRCLE**

**Play against your friends via modem!**  
Win a year's worth of X-Band service and X-Band modems for yourself and four friends

**Win a selection of X-Band games!**  
Score some of the hottest titles around, including Mortal Kombat II and NHL '95





Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

- A. Please indicate, in order of preference, your five favorite Super NES games.  
 B. Please indicate, in order of preference, your five favorite Game Boy games.  
 C. Which five products on the list are you most interested in playing?
- D. How old are you?  
 1. Under 6      3. 12-14      5. 18-24  
 2. 6-11      4. 15-17      6. 25 or older
- E. Sex:  
 1. Male      2. Female
- F. Have you called the automated Power Line (formerly the VRU) or the new 900 Game Counseling Line for game tips?  
 1. Power Line  
 2. Game Counseling Line  
 3. Both  
 4. Neither
- G. If you called the Power Line, which of the following best describes your experience with it?  
 1. I found the answer to my question right away!  
 2. I found what I was looking for, but it took a while.  
 3. I found information about the game but not the answer to my question.  
 4. The Power Line didn't have the game I had a question about.
- H. What do you think about the pace of the Power Line?  
 1. Too fast  
 2. Too slow  
 3. Just right
- I. How do you feel about the new 900 Game Counseling line?  
 1. I've already used it, and was happy to get through right away!  
 2. I plan on calling when I need it.  
 3. I don't like 900 numbers, so I'm not planning on using it.

Trivia Question: What is the smallest motorcycle in Dirt Trax 1X2?

### Answers to the Player's Poll - Volume 13

Name \_\_\_\_\_ Tel. \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State/Prov. \_\_\_\_\_ Zip/Postal \_\_\_\_\_

Member Number \_\_\_\_\_ Age \_\_\_\_\_

A. Indicate numbers from 1-158 (from the list on the back of the card) 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_

B. Indicate numbers 159-202 (from the list on the back of the card) 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_

C. Indicate numbers 1-21 (from the list on the back of the card) 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_

D.  
 1. 2 3 4 5 6

E.  
 1 2

F.  
 1 2 3 4

G.  
 1 2 3 4

H.  
 1 2 3

I.  
 1 2 3

Trivia Answer \_\_\_\_\_

# PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,  
 P.O. Box 97032  
 Redmond, WA 98073-9732

**Order No.**

- 1 Address Only/Vision
- 2 The 4-Color/3-Color/1-Color
- 3 Advertising Special rates
- 4 Air Freight
- 5 Business
- 6 GPO
- 7 Special "Big" Rates
- 8 Advertising Special rates with Postage
- 9 Printing Process
- 10 Mail Delivery
- 11 Return of Unsold Copies
- 12 Resubmission
- 13 Shipping
- 14 Proofing
- 15 Special Price
- 16 Press Handling Fee
- 17 Special Prices of Paper
- 18 Full-Color Copy
- 19 Color/1-Color
- 20 Color Plates
- 21 Color Plates/Booklet
- 22 Color Plates
- 23 Color Plates/Paper
- 24 Color Plates/Booklet
- 25 Color Plates/Booklet
- 26 Color Plates/Booklet
- 27 Color Plates/Booklet
- 28 Color Plates/Booklet
- 29 Color Plates/Booklet
- 30 Color Plates/Booklet
- 31 Color Plates/Booklet
- 32 Color Plates/Booklet
- 33 Color Plates/Booklet
- 34 Color Plates/Booklet
- 35 Color Plates/Booklet
- 36 Color Plates/Booklet
- 37 Color Plates/Booklet
- 38 Color Plates/Booklet
- 39 Color Plates/Booklet
- 40 Color Plates/Booklet
- 41 Color Plates/Booklet
- 42 Color Plates/Booklet
- 43 Color Plates/Booklet
- 44 Color Plates/Booklet
- 45 Color Plates/Booklet
- 46 Color Plates/Booklet
- 47 Color Plates/Booklet
- 48 Color Plates/Booklet
- 49 Color Plates/Booklet
- 50 Color Plates/Booklet

- 51 Color Plates/Booklet
- 52 Color Plates/Booklet
- 53 Color Plates/Booklet
- 54 Color Plates/Booklet
- 55 Color Plates/Booklet
- 56 Color Plates/Booklet
- 57 Color Plates/Booklet
- 58 Color Plates/Booklet
- 59 Color Plates/Booklet
- 60 Color Plates/Booklet
- 61 Color Plates/Booklet
- 62 Color Plates/Booklet
- 63 Color Plates/Booklet
- 64 Color Plates/Booklet
- 65 Color Plates/Booklet
- 66 Color Plates/Booklet
- 67 Color Plates/Booklet
- 68 Color Plates/Booklet
- 69 Color Plates/Booklet
- 70 Color Plates/Booklet
- 71 Color Plates/Booklet
- 72 Color Plates/Booklet
- 73 Color Plates/Booklet
- 74 Color Plates/Booklet
- 75 Color Plates/Booklet
- 76 Color Plates/Booklet
- 77 Color Plates/Booklet
- 78 Color Plates/Booklet
- 79 Color Plates/Booklet
- 80 Color Plates/Booklet
- 81 Color Plates/Booklet
- 82 Color Plates/Booklet
- 83 Color Plates/Booklet
- 84 Color Plates/Booklet
- 85 Color Plates/Booklet
- 86 Color Plates/Booklet
- 87 Color Plates/Booklet
- 88 Color Plates/Booklet
- 89 Color Plates/Booklet
- 90 Color Plates/Booklet
- 91 Color Plates/Booklet
- 92 Color Plates/Booklet
- 93 Color Plates/Booklet
- 94 Color Plates/Booklet
- 95 Color Plates/Booklet
- 96 Color Plates/Booklet
- 97 Color Plates/Booklet
- 98 Color Plates/Booklet
- 99 Color Plates/Booklet
- 100 Color Plates/Booklet

# Nintendo Power

P.O. BOX 97062  
Redmond, WA 98073-9762

Place  
Stamp  
Here



## BACK ISSUE / TIP BOOK ORDER FORM

If you missed these classic Nintendo Power issues, don't miss out now! Prices listed include the cover price plus the cost of shipping and handling.

Name

Address

City  State/Prov  Zip/Postal

Phone  Membership No.

Please check method of payment:  
 Check or Money Order  Major Card  Visa  
 (Payable to Nintendo)

Credit Card Number  Expiration Date

Cardholder's Signature  Telephone No.

Cardholder's Name

Item	Quantity of Each	Unit Price	Total Price	Location	Issue Number
47104	1	\$4.95	\$4.95	1	1
47105	1	\$4.95	\$4.95	1	1
47106	1	\$4.95	\$4.95	1	1
47107	1	\$4.95	\$4.95	1	1
47108	1	\$4.95	\$4.95	1	1
47109	1	\$4.95	\$4.95	1	1
47110	1	\$4.95	\$4.95	1	1
47111	1	\$4.95	\$4.95	1	1
47112	1	\$4.95	\$4.95	1	1
47113	1	\$4.95	\$4.95	1	1
47114	1	\$4.95	\$4.95	1	1
47115	1	\$4.95	\$4.95	1	1
47116	1	\$4.95	\$4.95	1	1
47117	1	\$4.95	\$4.95	1	1
47118	1	\$4.95	\$4.95	1	1
47119	1	\$4.95	\$4.95	1	1
47120	1	\$4.95	\$4.95	1	1
47121	1	\$4.95	\$4.95	1	1
47122	1	\$4.95	\$4.95	1	1
47123	1	\$4.95	\$4.95	1	1
47124	1	\$4.95	\$4.95	1	1
47125	1	\$4.95	\$4.95	1	1
47126	1	\$4.95	\$4.95	1	1
47127	1	\$4.95	\$4.95	1	1
47128	1	\$4.95	\$4.95	1	1
47129	1	\$4.95	\$4.95	1	1
47130	1	\$4.95	\$4.95	1	1
47131	1	\$4.95	\$4.95	1	1
47132	1	\$4.95	\$4.95	1	1
47133	1	\$4.95	\$4.95	1	1
47134	1	\$4.95	\$4.95	1	1
47135	1	\$4.95	\$4.95	1	1
47136	1	\$4.95	\$4.95	1	1
47137	1	\$4.95	\$4.95	1	1
47138	1	\$4.95	\$4.95	1	1
47139	1	\$4.95	\$4.95	1	1
47140	1	\$4.95	\$4.95	1	1
47141	1	\$4.95	\$4.95	1	1
47142	1	\$4.95	\$4.95	1	1
47143	1	\$4.95	\$4.95	1	1
47144	1	\$4.95	\$4.95	1	1
47145	1	\$4.95	\$4.95	1	1
47146	1	\$4.95	\$4.95	1	1
47147	1	\$4.95	\$4.95	1	1
47148	1	\$4.95	\$4.95	1	1
47149	1	\$4.95	\$4.95	1	1
47150	1	\$4.95	\$4.95	1	1
47151	1	\$4.95	\$4.95	1	1
47152	1	\$4.95	\$4.95	1	1
47153	1	\$4.95	\$4.95	1	1
47154	1	\$4.95	\$4.95	1	1
47155	1	\$4.95	\$4.95	1	1
47156	1	\$4.95	\$4.95	1	1
47157	1	\$4.95	\$4.95	1	1
47158	1	\$4.95	\$4.95	1	1
47159	1	\$4.95	\$4.95	1	1
47160	1	\$4.95	\$4.95	1	1
47161	1	\$4.95	\$4.95	1	1
47162	1	\$4.95	\$4.95	1	1
47163	1	\$4.95	\$4.95	1	1
47164	1	\$4.95	\$4.95	1	1
47165	1	\$4.95	\$4.95	1	1
47166	1	\$4.95	\$4.95	1	1
47167	1	\$4.95	\$4.95	1	1
47168	1	\$4.95	\$4.95	1	1
47169	1	\$4.95	\$4.95	1	1
47170	1	\$4.95	\$4.95	1	1
47171	1	\$4.95	\$4.95	1	1
47172	1	\$4.95	\$4.95	1	1
47173	1	\$4.95	\$4.95	1	1
47174	1	\$4.95	\$4.95	1	1
47175	1	\$4.95	\$4.95	1	1
47176	1	\$4.95	\$4.95	1	1
47177	1	\$4.95	\$4.95	1	1
47178	1	\$4.95	\$4.95	1	1
47179	1	\$4.95	\$4.95	1	1
47180	1	\$4.95	\$4.95	1	1
47181	1	\$4.95	\$4.95	1	1
47182	1	\$4.95	\$4.95	1	1
47183	1	\$4.95	\$4.95	1	1
47184	1	\$4.95	\$4.95	1	1
47185	1	\$4.95	\$4.95	1	1
47186	1	\$4.95	\$4.95	1	1
47187	1	\$4.95	\$4.95	1	1
47188	1	\$4.95	\$4.95	1	1
47189	1	\$4.95	\$4.95	1	1
47190	1	\$4.95	\$4.95	1	1
47191	1	\$4.95	\$4.95	1	1
47192	1	\$4.95	\$4.95	1	1
47193	1	\$4.95	\$4.95	1	1
47194	1	\$4.95	\$4.95	1	1
47195	1	\$4.95	\$4.95	1	1
47196	1	\$4.95	\$4.95	1	1
47197	1	\$4.95	\$4.95	1	1
47198	1	\$4.95	\$4.95	1	1
47199	1	\$4.95	\$4.95	1	1
47200	1	\$4.95	\$4.95	1	1

SECOND PRIZE

# Be an <sup>5</sup> Winners X-Bander!

Win an X-Band modem and a year's worth of basic X-Band service



THIRD PRIZE

# NINTENDO POWER T-SHIRTS

50 Winners

FRIEND 3



PICK YOUR PARTNER  
FROM YOUR  
X-BAND CIRCLE

FRIEND 4



To enter, simply fill out the Player's Poll, a portion of the poll that gives your address, telephone number, and e-mail (if available), by the deadline of August 31, 1995. Send the poll to the address below.

**NINTENDO POWER  
PLAYER'S POLL VOL.73  
P.O. BOX 9762  
REDMOND, WA 98073-9762**

Drawings for prizes will be held by the random drawing method on August 31, 1995. We will draw 50 winners for the second prize, 50 Nintendo Power T-shirts. On August 31, 1995, winners will be randomly drawn from entries that have met the completion criteria. Entries received after 11:59 p.m. Pacific Time will not be eligible. Winners for the purpose of prize drawing will be those who have received a "Nintendo Power" magazine from Nintendo of America Inc. (NOA) or a "Nintendo Power" magazine that has been repossessed. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The total prize for every month is limited to \$50,000.00. The maximum number of prizes is guaranteed. Prizes will be awarded to winners a list of winners, which will be available by July 31, 1995, and your request for the prize is required. **GRAND PRIZE:** The Grand Prize Winner will receive the X-Band modem plus 12 months worth of X-Band service, including the X-Band service package and the X-Band computer game. Available by July 31, 1995. The winner will provide a written notice to NOA. The cash value of all prizes is \$1,999. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. This offer is subject to the rules of NOA. Its official website is <http://www.nintendo.com>. The contest is subject to local, state, and federal laws and regulations.

# The Power Players'

# A R E N A

PRO  
VS  
PLAYER

## MARIO'S PICROSS



Nintendo's game counselors are persistently picking together a perplexing plethora of Picross puzzles. While playing in Time Trial mode, Tom posted a time of 5:06. Can you beat it? See how fast you get the picture! The Power Players that beat Tom's time receive four Power Stamps!

Tom sailed through the Time Trial Mode of Mario's Picross with a time of 5:06.

● TIME TRIAL ●		
RANKING		
	PLAYER	TIME
1	ALAN	5:06
2	000000	7:00
3	000000	7:00
4	000000	7:00
5	000000	8:00
YOUR SCORE		

PLAYER  
VS  
PLAYER

## STAR TREK: STARFLEET ACADEMY



Robert Ashby from Dallas, Texas submitted this stellar score of 100% (Perfect) in Star Trek: Starfleet Academy. Robert found Simulation #301 to be "the most arduous." Can you make the grade? Top graduates receive four free Power Stamps each.

You're going to have to finish with a perfect 100% to meet this challenge. Good job, Robert!

POWER  
CHALLENGE

## MADDEN NFL '95

Yeah, we know football season is over, but try telling the thousands of Madden '95 NFL fans to put down their controllers—you might get sacked for a major loss. Since the season has ended, perhaps it's time to show off your outlandish world records. Send in your results. Top scores and yardage trot off the field with Power Stamps!



Send in a picture of your World Record results. You could be MVP!



### ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you submit your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than July 23, 1995 to qualify for the Power Stamp prize. The players who beat or tied a challenge receive four SuperPower Stamps for use towards the purchase of SuperPower Supplies.

Nintendo Power Staff determine the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA  
P.O. BOX 57003 REDMOND, WA 98073-0733



Why doesn't the NES cartridge fit in this control deck? Use of a game enhancement device results in instant disqualification. The Arena is for players who want to show off their true talents. Find another use for the game enhancement device—many players use them as beverage coasters.

**PANTS  
ON  
FIRE!**

**POWER  
CHALLENGE**

**THIS  
MONTH'S  
WINNERS  
FOR:**

**WHAT IS  
IT?!**

**EVEN MORE  
POWER  
CHALLENGES**



Earthquake! Take cover! Steady your camera and take several pictures.

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television, so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash.



Keith J Sauer, Reading, PA. Great picture!

When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

## FINAL FANTASY III

### Defeated Kefka

#### Using a party of Imps!

Alan Amels	Corosol, CA
Ray Bards	Weslaco, TX
Guarden Boyin	Placent Hill, CA
Alison Bendison	Boulder, CO
Thomas Bubbers	Slate Hill, NY
Jeremy Butkovich	Bethesda, MD
Tobias Claffrey	Greensboro, NC
Ayan Cunningham	Richmond, VA
Paul Dorel	Yonkers, NY
David Griffin	Salisbury, NC
Sam Hod	North Ayles, E
Paul Hunkeler	Jayton, MI
Adam Ivins	Hawest, IL
Brendon Jackson	Fort Worth, TX
Chris Keenan	Park Ridge, NJ
Mark Andre Loombe	Leopoldo, MD
Steven Lee	Temple City, CA
Ben Leathy	Holmes, VA
Ramell Lum	New Port Ridge, IL
Joan Lopez	Edmond Hill, NY
Frank Marino	Berwyn, NY
John Papp	Carlebo, VA
Tom Pate	Palm Harbor, FL
Dean Pelluso	Lingan City, TX
Tim Reahle	Waynesboro, VA
Jason Schaefer	Leedsview, NY
David Seapeltz	Palo Alto, CA
Boad Smith	Scotts Creek, MD
Ben Swenson	Madison, OH
Hobby Taro	Falchton, IL
Chris Wagner	Frederington, MD
Benny Wang	San Francisco, CA
John Wright	Alvage, MI

## BASSIN'S BLACK BASS WITH HANK PARKER

### Biggest Fish Caught

John Parley Jr.	22.06
Windsor Leeks CT	
Richard Mastin	19.80
Consonan OH	
Paula Kirkcovey	19.74
Brightwood OR	
Lee Kilman	19.66
Wesley UT	
Joyce Worman	19.66
Smithland KY	
Vernard Grey	19.40
Sageport ME	
Chris Frye	19.34
Opacito Falls WA	
Eric Fagnant	17.20
Tolant OR	

# NINTENDO PLAYING

Your Power Guide To The Latest Releases

JUNE 1995

## BASS MASTERS

Super NES


Company .....Malibu  
Release Date .....June 1995  
Memory Size .....12 Megabits



The world's driest bass are yours for the catching with Malibu's Bass Masters.

The big one lurks in the shadows at the bottom of the lake, circling through the water weeds and pointedly ignoring your spinner. Bass Masters takes you down into the aquatic world of this prized sport fish so that you can study its ways and learn to lure it to the hook. Unlike most fishing video games, Bass Masters' lure-cam perspective takes you down where the drama is. From the fish-eye view, it's easy to control the lure's action and tease the fish as it moves in for the hit. The tournament action takes place in five lakes with each tournament lasting over three days. Anglers stock up on equipment

before and during the tournament at the Bait Shop. Before heading out for the best bass, you must choose one of six anglers as your fishing alter ego. Each angler has various skills that may be valuable to you, but many of these old pros also have weaknesses. Once you're on the lake, you can tootle around, searching for a likely bass site with your fishfinder. When you spot a lumker in the weeds, shut down the Evinrude, choose an appropriate lure, cast it for glory, and keep your fingers crossed.

 A unique fishing perspective that emphasizes fish behavior. Useful bait shop option. Fun, down-home music. Lots of lures and useful advice on how to use them.

 Working the lure isn't as intuitive as in some fishing games.

## DIRT TRAX FX

Super NES

Company .....Electro Brain  
Release Date .....June 1995  
Memory Size .....4 Megabits



Electro Brain's dirt bike extravaganza hits the mud at last with the FX2 chip boosting the graphics and play.

The FX2 brings powerful RISC processing to this racing game from Electro Brain—a company that continues to produce innovative titles. This two-wheeler was programmed by Sculptured Software, which combined 3-D polygon tracks like those in Stunt Race FX with traditional sprite characters of the bikes and riders. The resulting mix works well in most cases, even when the screen splits into upper and lower views in the two-player mode. The game offers many modes, including a tournament covering five basic courses, two-player tournaments, eight player alternating "Party" mode, or one-player races for 50cc, 125cc and 250cc bikes. If you're good enough, you'll earn the right to ride powerful 500cc cycles and enter 15 new courses including an all-ice track and Tut's Tomb. You also get to choose from between eight riders who add their own special skills to the fray. The action may become frantic, but if you stick with it and learn the courses, you'll get a lot of satisfaction from Dirt Trax FX. Check out this month's review for a few short cuts.





**Fast 3-D action.** Very challenging, particularly at the 500cc level. Great fun as a two-player game, especially in Tag Mode.



**Low frame rate makes for jerky animation in some areas.** Barriers don't stop bikes from bounding off the track and getting lost.

## EARTHBOUND



Company .....Nintendo  
Release Date .....June 1995  
Memory Size .....24 Megabits

### EarthBound is a sci-fi RPG for the '90s.



EarthBound comes packaged complete with Ident-a-Smell scratch-and-sniff cards and a Nintendo Power Player's Guide to help you through the toughest standoffs. What you also get in EarthBound is

forty or more hours of inventive RPG action with a party of up to four young teens who must save the world from an alien who has taken over much of the planet. Gygas, the alien, infects the minds of people and animals, whom you must then fight and tame. The story takes you from your home town of Onett to other towns and cities, a desert, a swamp, a lost world where dinosaurs still roam, and even inside your own mind. Along the way you'll meet a cult of fanatics, a friendly sea serpent, lots of monkeys, a race of shy folk and a tribe of nosey people. You'll also have to fight your way through many areas armed with baseball bats, frying pans and an assortment of ray guns. If you really put your mind to it, you can use telekinetic PSI powers. RPG gamers will be familiar with the Dragon Warrior battle mechanics, but EarthBound shines brightest in its inventive story, which was written by Shigesato Itoi, one of Japan's most popular writers. The graphics also add a lot to the game, as you'll see in our ten page explorative review.



**A great story, fun graphics, good sound effects**



**Frequent, sometimes tedious battles. Poorly designed inventory system limits how many items you can carry.**

## THE FLINTSTONES—THE MOVIE



Company .....Ocean  
Release Date .....March 1995  
Memory Size .....2 Megabits

### Domestic dilemmas in the Stone Age keep Fred and Barney hopping and hopping.

Ocean's Game Boy version of The Flintstones, which is based on the live-action movie, presents the prehistoric town of Bedrock as a town filled with teddy bears and unidentifiable and unfriendly dinosaurs.

Each side-scrolling stage pits either Fred or Barney against typical platform foes while they collect objects

for points. Don't expect much in the way of story—Fred must make his way home after a hard day at the quarry or Barney must find Bam-Bam. Long stages wind up with a battle against a big boss. Between action stages, you'll get a chance to win bonus points in simple puzzle games like Bam-Bam's Cracks 'N' Crosses, which is really Tic-Tac-Toe. If you want a challenge, you probably won't want this game. But if you want a decent little action romp that won't strain your brain or thumb, you might take a look.



**Good graphics. Simple play, but lots of it, for younger gamers.**  
Select extra lives and continues.



**Very slow action and limited play control.**

## JUNGLE STRIKE



Company .....Malibu  
Release Date .....June 1995  
Memory Size .....2 Megabits

### Take the fight to the terrorists' home base in this classic combat game from Malibu.

EA's aerial helicopter combat game comes to Game Boy in this licensed version from Malibu. Unlike Desert Strike, which was reviewed earlier this year in Power, Jungle Strike doesn't make use of Super Game Boy enhancements. But when it comes to game play, Jungle Strike is a clear winner over the earlier game. The plot begins with a terrorist incursion in Washington, D.C. Your job as the army's top gun Apache pilot is to track the terrorists and blow them away. You'll be armed with Hydra and Hellfire missiles plus guns. Play controls can be set for Momentum or No Momentum. As in Desert Strike, you must also choose a co-pilot. The skills of each of these helpers will affect your mission, since the



earlier guys are clowns and the later co-pilots are gun-slinging, crane-cranking gods. In all, you'll have five campaigns plus separate objectives in each for a total of 34 missions. In two of the campaigns you can even find special vehicles—a motorcycle and hovercraft—to use while dodging enemy bullets. This month's Power review will take you into the fire zone.



**Play controls good—a big improvement over Desert Strike.**



**Not as challenging as the Super NES Desert Strike game, but longer than the Game Boy Desert Strike game. No Super Game Boy enhancements.**

## MIGHTY MAX

Super  
NES



2-Player

Company.....Ocean  
Release Date.....March 1995  
Memory Size.....8 Megabits

**Frantic action takes over the video screen when Mighty Max tries to save the world.**

Mighty Max and his friends find themselves trapped in a mad world created by the evil Skullmaster who has hidden pieces of a horrific weapon in five worlds. Max,



Felix and Bea must conquer side-scrolling stages including Volcano, Space Station, Inca and Water areas. In each area you can collect an assortment of power items while avoiding and stunning enemies. Foes never

disappear, however, so you have to move on before they come back to their senses. You'll also find mechanisms—machines like See-Saws and Balloons—that will help you through an area. You'll need all the help you can get because the action never stops. Max's jumping ability is pretty amazing, but it isn't easy to control and you'll jump into trouble as often as you'll escape from it. When you team Max with a friend in the two-player mode, you'll find yourself in a horizontally split screen. The action takes on an even greater frenzied feel with only half the screen view, which isn't necessarily an improvement.



Challenging. Choice of paths.



Small characters. Confusing trap game play.

## NFL QUARTERBACK CLUB 2

Game  
BOY



Company.....LJN  
Release Date.....May 1995  
Memory Size.....2 Megabits

**LJN goes back to the NFL for a Game Boy pigskin brawl, but where are the quarterbacks?**

Football for the little screen doesn't need a lot of bells and whistles if it has playability. NFL Quarterback Club 2 definitely has the game, but it doesn't have the quarterback skills competition like its big brother for the Super NES. This is a stripped-down football game that concentrates on quick and easy play. The Xs and Os option reduces the game to a strategic battle in which the players are clearly denoted with moving Xs and Os instead of little sprites of characters. Even in the regular Player mode, your options are limited to choosing the length of quarters and one of two skill levels. There are no seasons or special modes of play, just one player challenging the computer. On the other hand, you've got 28 NFL teams to choose from and each team is ranked in four skill categories: passing, running, tack-

ling and coverage. The two new expansion teams were not included. Like most video football games, it's easier to pass for yardage than run for it in NFL QB Club 2. Unfortunately, you can't see your receivers to control them on deep patterns since they run off the screen. Short passes are a breeze. The Xs and Os option may use simple graphics, but it's also easier to play and is highly recommended as an interesting variation.



Easy to pick up and play. Interesting Xs and Os option. Quick learning curve. Good play selection.



No Super Game Boy enhanced features. Some plays, like deep passes, can be difficult. Limited options.

## PACKY & MARLON

Super  
NES



Company.....Raya Systems  
Release Date.....June 1995  
Memory Size.....8 Megabits

**Packy and Marlon teach the important facts about living with diabetes.**

Two fun-loving elephants teach proper precautions and dietary practices for people with diabetes in Raya Systems' latest game from the Health Hero series. The game play involves traditional platform action for one or two players. Packy and Marlon are both elephants with Dumbo-like ears that help them glide through the air. The predicament for these pachyderms is that rampaging rodents have stolen all the medical supplies at Camp Wa-kee and scattered them throughout the region. The elephants must collect the lost supplies and eat enough of the proper foods to keep their BG (Blood Glucose) at the right levels. Helpful creatures quiz you at infrequent points along the way, making sure that you've learned the important warning signs of diabetes, and how to respond to them. You must check your BG levels often to keep yourself healthy enough to continue the adventure. The game includes options for text in English, French, or Spanish.



A valuable teaching aid for kids and adults who are learning to live with diabetes.



Stiff play control, simple game design and graphics all leave a lot to be desired.

## PREHISTORIK MAN

Super  
NES



Company.....Nintendo  
Release Date.....June 1995  
Memory Size.....8 Megabits



## Prehistorik Man is no fossil, but he must fight through hop and bop levels filled with dangers and challenges from the dawn of time.

One morning in prehistory, Sam the caveman arrives home to find his tribe's food stores ransacked by greedy dinosaurs. On the advice of the village elder, Sam heads off to the dinosaur graveyard on a quest to save the village. He'll receive help along the way from




the blacksmith, the hunter, the inventor and even the elder's daughter.

The help he receives can come in many forms. For example when Sam presents the inventor with a rare lion skin, the inventor builds Sam a hanglider

to soar through the stage, collecting diamonds and fast food. Prehistorik Man features far more variety than most platform games. Sam uses many different weapons, tools and modes of movement. He also has a tremendous shout that will wipe out all the enemies on the screen. The main task varies for each of the 23 stages and often Sam's abilities are enhanced to help him through special terrain areas. There are even shops where you can buy information or save your progress. Prehistorik Man combines many of the best features of platform games like hidden passages and lots of jumping techniques with fun characters and a variety of missions. Don't miss this month's review.

 Good graphics, play control, lots of variety. Great fun, especially in certain stages where you have special abilities.

 The challenge isn't very high and 23 levels of platform gaming can become tedious. Limited save feature requires that you leave the Game Pak in the Super NES.

## RISE OF THE PHOENIX



Company.....Koei  
Release Date.....April 1995  
Memory Size.....12 Megabits

### China is the prize. You are the contender, along with another great warlord. Only one of you will leave this historical battlefield alive.

Koei's popular war-strategy series of games gets a face-lift with Rise of the Phoenix, which concentrates on military tactics more than economic models. The result provides a faster, more intuitive game experience than many previous Koei historical RPGs. The setting for this epic battle is third-century China. The emperor, Shi Huangdi, has passed on, leaving two mighty opponents to piece together the shattered empire. Each of the four scenarios begins at a pivotal event in the struggle, tip-

ping the balance of power toward one of the two generals. The game turn is divided into a Move Phase and Plan Phase. Planning may involve training troops, increasing productivity, engaging in diplomacy and other activities. One of the many innovations in Rise is the importance of supply lines, which must be maintained in order to insure that all of your cities receive supplies. If you like strategy games with an historical edge, don't miss this month's Epic Center review.



Very challenging. A new interface that breaks from the traditions of the Romance and Nabunaga series.



Still quite complex. Novice players may have difficulty.

## STAR TREK: DEEP SPACE NINE CROSSROADS OF TIME



Company.....Playmates  
Release Date.....June 1995  
Memory Size.....16 Megabits

### The Star Trek adventure continues with Playmates' long-awaited Deep Space Nine: Crossroads of Time.



Commander Sisko is beset by Bajoran terrorists and a crew of Cardassians on the station. Since Bajorans and Cardassians mix about as well as oil and water, you can bet trouble is stirring. All the major characters

from the Fox TV show are on board: Dax, Quark, Major Kira, O'Brien, Garak and Odo. Through intrigue, battles and plot twists, Sisko and his crew must get to the bottom of the many mysteries that crop up. Playmates has done an excellent job of blending action and adventure elements. Players spend much of the time rushing around the station and other areas looking for clues, but dangerous characters, traps and puzzles are never far away. Although the game play is linear—one response triggers the next clue and so on—the game feels as if a story is unfolding. As for action, you'll have to master interior side-scrolling stages as well as shooting stages with starships. The scenes take you from Deep Space Nine through the wormhole into the Gamma Quadrant. Later, you'll visit Bajor and even travel back in time to the Borg attack at Wolf 359. During some missions, you'll take over the role of other DS9 officers such as Odo or Major Kira, but most of the time you'll control Sisko. This month's Power review includes extensive maps for navigating the game.



Good game design. Faithful to Star Trek DS9/Nei license. Engaging



Play control and hit detection could be better. Not much replay value once you've finished it. Confusing background graphics in some areas.

## SUPER R.B.I. BASEBALL



Company.....Time Warner  
Release Date.....June 1995  
Memory Size.....8 Megabits

The classic R.B.I. Baseball series returns to the Nintendo ball park with this packed Pak.

Super R.B.I. Baseball brings the long tradition of Atari baseball games to the Super NES for the first time. The baseball action utilizes traditional perspectives for offense and defense. At the plate, you'll see the pitcher facing you and the infielders in separate windows to the left or right. If you lay some wood on the ball, the view switches to an overhead view for the defensive player. The long list of options include Single Game, Best of Seven series, League Schedule, and All-Teams, in which you play everyone in the AL and NL. Players have another long list of special modes, such as Team Creation, Home Run Derby, Game Breakers, Stadium Tour, View Teams, and Practice Defense. The Team Creation option is cool, since the MLBPA license and all the major league players are included in the game. It's even more interesting since Super R.B.I. also includes championship teams dating back to 1989 and All-Star squads. As for strategies,



you can change your defensive positions in the outfield, but you can't shift your infield positions. One of the more impressive elements of the game is the physics of ball movement, including bounces and ball speed. The physics of player movement isn't as impressive, and the AI will often make poor decisions on both offense and defense. Overall play doesn't compare to the experience of Ken Griffey Jr. Presents Major League Baseball or MLBPA Baseball. We'll take a closer look at Super R.B.I. Baseball in an upcoming Sports Scene.



Lots of options. MLBPA license. Good sound.



Simple character graphics. Slow base running speed. Difficult hitting control.

## SUPER TURRICAN 2



Company.....Ocean  
Release Date.....June 1995  
Memory Size.....16 Megabits

The Turrican sci-fi action series returns, looking more like a winner game than ever.

One man crashes on a desolate planet where an army of machine beings has decimated the civilization. Fortunately, that one lost spacer happens to have



Turrican battle suit—the equivalent of an armored division. Ocean's sci-fi action game combines excellent graphics, music and action for one of the better blaster romps since Super Metroid. Armed with a wide assortment of blasters and a Bionic arm reminiscent of Bionic Commando, you'll run, shoot, jump, climb and swing your way through four stages. Some stages feature vehicles and Mode 7 perspectives to add to the variety of the action. You'll have to blast characters at the end of each level. You have unlimited continues within each stage, but there is a time limit that keeps ticking down, which puts a slight sense of urgency to your moves. Action fans will eat up the constant fire fight, but they may want more challenge. Don't miss the action in this month's Power review.



Excellent graphics and variety of stages and action throughout the game. Good play control. Cool basic arm and lots of weapons. Some Mode 7 areas. Good music and sound effects.



The game is far too short. You can fire only to the left and right, not up or at angles. Not enough power levels. The Bionic Arm accessory. Another four, eight or twelve levels would have been good.

## TRUE LIES



Company.....LJN  
Release Date.....May 1995  
Memory Size.....2 Megabits

More terrorists, more trouble, more Arnold. It all adds up to be more True Lies, this time for Game Boy.

Harry Tasker begins his mission to rid the world of a gang of ruthless nuclear kidnapers by hooking up a modem in a Swiss chalet.

In a nutshell, that's how True Lies for Game Boy plays out. In each of the six areas of the game, Harry must explore an area and perform some task to foil the sinister plots of Aziz. This version of True Lies remains true to the Super NES game, but the enemies and area maps may vary. The overhead perspective limits your field of view so that nearby enemies remain invisible until you're almost on top of them. In other words, you have to be on your toes at all times. Harry finds extra weapons, ammo and medical kits scattered about, but you must make his supplies last as you search through the rooms of the chateau or the docks for Aziz's men.



Good play control and game design.



No Super Game Boy enhanced features. Lots of people including innocent bystanders, get shot, resulting in a Team firing.

# WEAPONLORD



Company .....Acclaim  
Release Date .....May 1995  
Memory Size .....16 Megabits

The DemonLord has gathered the greatest weapon masters from the barbarian lands for the ultimate duel to the death.

Namco's WeaponLord plunges you into a barbarian world of flashing swords and pagan temples. Created as a tournament fighter with the emphasis on two-player action, the game also serves up a challenging Story Mode that takes you through the seven other fighters, including the DemonLord at the end. The characters include a mix of standard barbarian types like Kor and Zora, some Wagnerian amazons like Divada, Talazia and Jen-Tai, who have magical moves, and bestial badguys like Bane and Zarak. It's a good mix, with some very cool looking special moves and settings, from the

deserts to the icy mountains. Namco, and the developer team at Visual Concepts, loaded this fight-fest with extras—extra moves, extra modes, and extra codes. Some special passwords will be given to players who successfully challenge the field and defeat the DemonLord. In the vs. Mode, up to eight players can enter a tournament set for single vs advancement or matches with the winner of three, five or seven matches moving on to the next round. Action in the tournament arena moves swiftly. If you do nothing but attack, you'll leave yourself open to vicious strikes, thrusts, kicks and other blood-spilling dangers. The key is mixing block moves with aggressive special attacks. This is a game in which you can spend hours learning techniques and still get your ego handed back to you on a platter along with your head.



● Good variety of moves  
● Challenging techniques  
● Cool graphics and concept  
● Intelligence of computer opponent is set very high

# HEAD TO HEAD

TITLE	POWER METER RATINGS				EDITOR PICKS	DSR RATING	GAME TYPE
	G	P	C	T			
BASS MASTERS	3.6	3.1	3.6	3.4	*	K-A	FISHING
DIRT TRAX FX	3.4	3.5	3.8	3.6	○	K-A	MOTOCROSS
EARTHBOUND	3.6	3.8	4.0	4.0	**	K-A	RPG
THE FLINTSTONES—THE MOVIE	2.9	3.0	2.8	2.9		K-A	ACTION
JUNGLE STRIKE	3.0	2.8	3.0	3.0	☆*	K-A	COMBAT
MIGHTY MAX	3.2	2.6	2.4	2.9		K-A	ACTION
NFL QUARTERBACK CLUB 2	2.8	2.8	3.0	2.8		K-A	FOOTBALL
PACKY & MARLON	2.8	2.9	2.5	3.5		K-A	EDUTAINMENT
PREHISTORIK MAN	3.8	3.6	3.4	3.6	☆O*	K-A	ACTION
RISE OF THE PHOENIX	2.9	2.6	2.9	3.3		K-A	STRATEGY
STAR TREK: DEEP SPACE NINE	3.3	3.4	3.5	3.4		K-A	ADVENTURE
SUPER R.B.I. BASEBALL	2.8	2.8	2.8	2.7		K-A	BASEBALL
SUPER TURRICAN 2	3.6	3.6	3.4	3.1	*	K-A	ACTION
TRUE LIES	3.0	3.0	3.2	3.0		T	ACTION
WEAPONLORD	3.7	3.3	3.7	3.5	○	T	TOURNAMENT BRAWLER

**ICON KEY**

- ISLAND MODE
- MULTI-PLAYER ACTION
- MULTI-PLAYER PUZZLE
- PUZZLE
- POWER METER
- BATTERY BACK-UP
- GAME LINK
- SPECIAL GAME PLAY
- SUPER FX
- SUPER MODEL
- SUPER SCOPE

**Editors:** If you like the same types of games as our Power editors, then check for his or her seal of approval above.

- Scott...Sports, Simulations, Adventures
- Leslie...RPGs, Puzzles, Adventures
- Jeff...Action, Sports, Fighting
- Joe...Fighting, Simulations, RPGs
- Dan...Action, Adventures, Puzzles
- Terry...RPGs, Simulations, Sports

**DSR Ratings:**

These Independent Digital Software Review ratings reflect appropriate ages for players. The categories include EC—Early Childhood, K-A—Kids to Adults, T—Teen (13+), M—Mature (17+), AO—Adults Only, 18+—No Rating. To contact the DSA regarding the rating system, call 1-800-771-3272.

# Nintendo

# Ultra 64

## Unveiled!



# T

he wraps are off on the ultimate high-end video game system—the Nintendo Ultra 64. You are looking at the first published photos of this 64-bit beauty. Talk about sleek. This baby is a Porsche, from the subtle curves to the four controller ports. As you can see, the Game Paks connect through the slot on top of the unit as in the Super NES and the charcoal finish looks as sophisticated as the Silicon Graphics, Inc. technology hidden inside. It's the perfect balance of power and beauty which, incidentally, is what the Nintendo Ultra 64 will deliver more than any other game system.



he chipset is completed and the console is finished. All that remains to be done is to create a launch library of software, and that's in the works at Nintendo and the other exclusive Dream Team companies. The official release date for the NU 64 in North America has been set for April 1996. Programmers will use the few extra months of development time to incorporate ever more of the wonders of the NU 64 hardware and incorporate them into

games. Like a wise man once said, he who waits patiently reaps the harvest of **the most awesome, mind-blowing video game hardware on the planet.**

**CHIPSET • COMPLETE**

**CONSOLE • COMPLETE**

**RELEASE DATE • APRIL 1996**



Tom Jermoluk, president and CEO of Silicon Graphics Inc.: "From the start, Silicon Graphics has had a vision of what we could do if we dedicated the power of our technology and our experience creating computer graphics solely to the purpose of making video games. With the graphics and audio generated by the final chipset, I'd say that even we're amazed. Now this breakthrough 3D graphics technology needs to be translated into video games which take full advantage of the power of the Silicon Graphics® /MIPS® chip."

Tim Stamper, managing director of Rare Ltd. and designer of *Donkey Kong Country*: "Once the world's video game developers spend time exploring this incredible Nintendo Ultra 64 chipset, you'll see gaming jump far beyond anything that currently exists on any platform."



# PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES



## ACCLAIM

Judge Dredd performs the duties of judge, jury, and, if you're in a mean mood, executioner. Based on the comic book series and this summer's action movie starring Sly Stallone, Judge Dredd combines cyberpunk elements with a hail storm of lead. Acclaim went to Probe for the development of this action game. A great choice, as it turns out. Probe also created the highly acclaimed (pardon the pun) Alien².



In Judge Dredd, you play the role of the heavily armed man of justice, wading into criminal zones with only your wits and the will to turn lawless thugs into whimpering, crawling, repentant sheep. You'll communicate via com link with justice Central to keep track of your mission objectives. In each of 12 stages, you'll have a primary and secondary objective to complete. But the hottest part of the deal is the play. Expect smooth play control and lots of blasting in large, dense 3D levels. The graphics and sound will let you know, either. This is a class act from a development team that continues to prove that 16-bit games can hold their own in any court.



# BAK-WATCH

## FIRST LOOK

Another comic book hero will make his debut on the Super

NES later this year when

Phantom 2040 hits the streets. Vlacom

takes a dramatic step forward in quality with this title. The

Phantom, like Batman, uses great toys to accomplish his work, which

is to keep America safe from super fiends. The Phantom's arsenal

includes lots of shooters, a cool spinning jump, and a grappling line similar to Samus' grappling

beam in Super Metroid. In fact, Phantom 2040 has a similar feel to Super Metroid. The

play is semi-linear so you can move about within the 16 game areas and between areas.

Another similarity between Super Metroid and Phantom 2040 is that you can switch

weapons by selecting them from a sub-screen. The cinema sequences also look terrific, but

you can choose a summary option that skips through most of the story if you want to speed

things up. This will be one to check out

when it is released this August.



V  
L  
A  
C  
O  
M

# PHANTOM 2040



# Accumain

## TOURNAMENT JAM ON GAME BOY

ENTER PASSWORD

2EDFGHJ

KLAPQRT

UWXYZ12

34567←E←



Believe it or not, NBA Jam Tournament Edition for Game Boy looks and plays great. It's got speed, moves, and special codes.

The final version, just released, includes the same three player lineups and six combinations as in the Super NES version. Play control is also sharp, but you have to use the Start button for Turbo, which can make for a stretch. This version also has a four-player alternating option.



## RARE NEWS

**Nintendo** and **Rare**, the developers of *Donkey Kong Country* and *Killer Instinct*, have decided to strengthen their already close bonds with Nintendo purchasing 25% of the British company. This marks the first time that Nintendo has invested in a game developer outside of Japan and it reflects the extraordinary quality of Rare's developmental talents. The multi-million dollar capital investment will be used by Rare to expand its state-of-the-art development studios in Twycross, England. Rare plans to grow from its current size of 80 programmers and artists to 250 over the next two years. For gamers, this is like the opening of a new pipeline of the most advanced games for the Super NES, Nintendo Ultra 64, Game Boy and Virtual Boy. Expect a flood.



## XBAND PRICE BREAKS

The people at **Catapult**, the makers of the XBAND game modem for the Super NES, have set a new price structure for the XBAND service as well as the modem itself. The good news is that the prices have dropped dramatically. The XBAND modem is now set to be released with a suggested price of \$29.95. Monthly service will be available in two packages. For \$9.95 you can get unlimited monthly connection time and game play credits or, for a mere \$4.95 per month plus a one-time installation charge of \$2.75, you get 50 game play credits. On the \$4.95 plan, you'll also be able to purchase extra credits for 15 cents.

## PRIMAL RAGE

If you're into snapping jaws and prehistoric gladiators, *Primal Rage* is the game for you. The Game Boy and Super NES versions of



this paleo-puncher should be out early this fall. **Time Warner** let us sink our teeth into the Game Boy version first, but we'll be checking out the Super NES game very soon. What we found in the handheld *Primal Rage* was a game filled with biting and tail thrashing. The dinos don't have quite the flexibility of their human counterparts in *Mortal Kombat*, but MK's winners don't get to eat the losers, proving that in some cases you can have your cake and eat it too.

## HEAD ON SOCCER

One can almost imagine the moment of inspiration for **U.S. Gold's** *Head On Soccer*. Someone was looking through the library of 17 Super NES soccer games when it came to them in a flash. "Gee, if I only had a soccer game with lots of yelling and really terrible goalkeepers, THEN I'd be happy." The problem is that this soccer game has nothing going for it except a "fool" player option, which you can get already with *USA International Soccer*—one of the rare quality soccer games that features a minimum of crowd



noise and competent goalkeeping. If you're desperate to boot a new ball or add to your growing collection, wait

for **Konami's** *International Superstar Soccer 2*, due out this fall and likely to be the best (and possibly the last) soccer game for the Super NES.

## NHL HOCKEY '95

Another classic sports title from EA Sports is coming to Game Boy thanks to **THQ**. This time around it's a Super Game Boy version of *NHL Hockey '95*. Although this is just a one-player game, it shares most of the options with its big brother for the Super NES including playoffs, regular season, and a tight-out mode. The real NHL team logos are present, but the players aren't. Still, the 'Take players have been ranked in 15 categories, mak-



I  
N  
S  
I  
D  
E  
R  
U  
P  
D  
A  
T  
E



ing it possible to shift your lineup strategically. The graphics are particularly sharp, but the animation seems slow, particularly at first. After playing for several periods, we found that the speed of the game didn't detract from the experience. In fact, the slower speed made it easier to keep track of your active player, so the final balance between good graphics and animation speed turned out to be okay.

## MORE GAME NEWS

**Tecmo** has revealed that it will combine the three original *Ninja Gaiden* games into a single Super NES Game Pak for release this year. We applaud the gesture since *Ninja Gaiden* is one of the all-time classic action games featuring awesome play control, great challenge and lots of variety. The three games are said to be enhanced for the Super NES, but they remain essentially identical to the original NES titles in their layouts.

**Bandai** plans to keep pumping out the *Mighty Morphin Power Rangers* games throughout the year. *Mighty Morphin Power Rangers—The Movie* for Super NES and *Game Boy* will be followed by



*Mighty Morphin Power Rangers—The Fighting Edition* this fall.

**Activision** recently signed an agreement with **Shiny Entertainment** for the joint development of a new action game engine. Shiny, known for its innovative graphic techniques and creative game designs in *Aladdin* and *Earthworm Jim*, will create an engine for 3-D action suited for the next generation game platforms including the Nintendo Ultra 64.

*Cutthroat Island* is the latest movie-based game to be announced from **Acclaim**. The development team worked alongside the production crew on locations as the swash-buckler was filmed. The action game should be released this fall with a treasure hunt promotion that will send contest winners on a real treasure hunt in the Florida Keys. Also from Acclaim, *Judge Dredd* for Game Boy just showed up, and it does a fine job of reproducing the action play of the Super NES game.

# RELEASE FORECAST



Batman Forever	Fall '95
Battletch	Fall '95
Big Sky Trooper	Fall '95
Boopermen	Summer '95
Breath of Fire II	Fall '95
Castleblania Dracula X	Fall '95
Cutthroat Island	Fall '95
DKC 2: Diddy's Kong Quest	Fall '95
Doom	Fall '95
Earthworm Jim 2	Fall '95
Fire Team Rogus	Summer '95
Frank Thomas: Big Hurt Baseball	Fall '95
FX Skiing	Fall '95
Head On Soccer	Summer '95
Izzy's Quest for the Olympic Rings	Fall '95
Judge Dredd	Summer '95
Jungle Strike	Summer '95
Kid Kirby	Fall '95
Killer Instinct	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
Ninja Gaiden Trilogy	Fall '95
Oscar	Summer '95
The Phantom 2040	Summer '95
Primal Rage	Summer '95
Realm	Summer '95
Revolution X	Fall '95
Syndicate	Summer '95
Tecmo Bowl III: Final Edition	Fall '95
Tecmo Secret of the Stars	Summer '95
WeaponLord	Summer '95
Whiz	Summer '95



Aladdin	Fall '95
Animaniacs	Summer '95
Asteroids/Missile Command	Summer '95
Cantipede/Milpeda	Summer '95
Donkey Kong Land	Summer '95
Galaga/Galaxian	Summer '95
Earthworm Jim 2	Summer '95
Judge Dredd	Summer '95
NBA Jam Tournament Edition	Summer '95
NHL Hockey '95	Summer '95
Primal Rage	Summer '95
Return of the Jedi	Fall '95
Street Fighter II	Summer '95
World Heroes 2 Jet	Summer '95

# COMING NEXT ISSUE

JULY 1995

VOLUME 74

## DONKEY KONG LAND



Donkey Kong Land has finally arrived for the Super Game Boy and it looks great! Be sure to catch the first in-depth feature on the first Game Boy game to use the ACM rendering technique. If you miss it, you'll miss out on one of the best games to ever hit the Game Boy!



### JUDGE DREDD

JUDGE SPEED, THERE IS A BLOCK BEE IN PROGRESS AT HERBERT HAVEN DAMER - JUDGE REEDNEY HAS SUBJECT

### NOSFERATU



### JUNGLE STRIKE



### EPIC CENTER

Epic Center goes to Japan next month! Discover the titles that have made Role Playing Games the hottest rage in Japan. This is one special feature that RPG fans won't want to miss!



### NEEDS E

By now you've most likely heard some of the rumors from the big E3 show in Los Angeles. Get an insiders view of the show, including shots of many of the top titles from the show!



These Nintendo Power issues are available individually. Add them to your collection! They contain the following exciting reviews:

**Volume 58 (Mar. '94):** NBA Jam: Worldbasket 3-D Super R-Type III, Metal Masters, The Platinum: The Treasure of Sierra Madock, Wario Land, Super Mario Land 3, Zelda's Revenge, Star Traveser II (Part 3)

**Volume 59 (Apr. '94):** Ken Griffey Jr. Presents: MLB: Star Trek, The New Generation, Mickey's Ultimate Challenge, 3, Koolhaas 2007, Time Trial, Tam and Burt: No-Fly Zone, Pinball Dreams, Super Pinball Super Menzard Preview, Pinballout Meet Walt Disney & the Jungle Book (NES)

**Volume 60 (May '94):** Super Menzard: The King of the Dragons, Ju and Mi, 2 (Super NES), The Advent, Invasion of the Harem Princess, The Sports Spook, Sporex, Knights of the Round, Software: Frenk, Black Box, Last Fishing, Book & Adventure

**Volume 61 (June '94):** Drinky & Beauty and the Beast: Fitz-Sinker, Clay Fighter, Tournament Edition: Spike Myling, Blackblaster, Fatal Fury 2, A.S.F., Air Strike, Pook, Super League: Invasion of Gato (special), Donkey Kong (Game Boy), Monster Max, Sky: The Beach

**Volume 62 (July '94):** Super Street Fighter II: Health of Fire, Dinosaur & the Jungle Book, Liberty or Death, Terry 2, Double Dragon V, Taurus (Game Boy), Super Invaders, Jeopardy Sports

**Volume 63 (Aug. '94):** Star Race FX, Lord of the Rings, Vol. 1, King of the Monsters 2, The Death and Return of Superman: An American Tale, Power Green-Wind, Sonic: Invasion 2, Drinky & Beauty and the Beast (NES), Cool Spot (Game Boy), Italy & Suzuki in Mountain Golf Madness, Robo-Cops vs. The Terminator (Game Boy)

**Volume 64 (Sept. '94):** Metal Knight II, Super Bamberland 2, Pinky & Rocky 2, Blackboard: Aerialia Superstars, Vortex, Siren & Revenge, Tami-Maria (Game Boy), The Making of Donkey Kong Country: Killer Invader Preview

**Volume 65 (Oct. '94):** Super Punch Out! Final Fantasy II, Mountain Climax, Mighty Morphin Power Rangers (Super NES), Pa-Man 2, Invasion of Gato, King Land, Mega Man V (Game Boy), World's Knack II (Game Boy), Top's Cold War, Donkey Kong Country preview, Cross in USA preview

**Volume 66 (Nov. '94):** Donkey Kong Country, Superstar Basketball Jam, Final Fantasy III, Indiana Jones: Greatest Adventure, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Invader preview, Metal Knight II review

**Volume 67 (Dec. '94):** Dinosaur: Cind, Earthworm Jim, Zero for Karaoke Super!, Super Heroes of the Inki Unleashed, Ten Star, Wario's Woods (NES), Sarcina Showdown (Game Boy), Wario Blast (Game Boy), Casino Pinpack (Game Boy)

**Volume 68 (Jan. '95):** The Lion King: Rainbow, The Adventures of Batman & Robin: Pinball, The Mayor Adventure, Super Robot, Star Trek: Secret Academy, Animations, NBA Jam (Game Boy), Duffy Duck, The Marvin Mouses: Madder '95 (Game Boy)

**Volume 69 (Feb. '95):** Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Science: Why're we? (DVD), Desert Strike: Return to the Gulf (Game Boy), Super Punch Out!, Donkey Kong Land preview

**Volume 70 (Mar. '95):** NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzales, Vires & Dr. Mario: Rapture, The Incredible Hulk, Bobby II, King Arthur & The Knights of Justice preview, Earthbound preview

**Volume 71 (April '95):** StarClear, Spider Man: The Animated Series, Arkham Family Values, The Lion King: Sports Science, Maria & Paco: Sid's Ham Code Special, Lared News on the USS M, Barona Backs, Secret of Evermore

**Volume 72 (May '95):** Kirby's Dream Land 2, The Lion King: Justice League Task Force, The Platinum: Wreck, Popy Pop & Hunted Holiday, Fatal Fury Special, PGA European Tour: Mental KOusha 3 Special Preview, 3, Band Machine, Nintendo Power Online

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Customer Service department, 1-800-353-3739 to order by phone with Visa or MasterCard.

**Game Boy**

**COOL SHADES**

INSIDE SPECIALLY MARKED PACKAGES

What color is yours?

**Be Cool Stay Cool**

all Summer with special Made in the Shade gear. Show a beach towel, tank top and cap. This stuff is available only by mail.

Check out your Play It Loud Series Game Boy package for under \$50 and more. Offer expires July 15, 1995.

**Game Boy is Hot! Make Sure You're Cool!**

Nintendo

# Big with the Games



Only For  
Nintendo



*Our goal is to try and preserve classic videogame magazines  
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.  
From the original editors and writers,  
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.  
Either by donating classic magazines, scanning, editing or distributing them,  
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines  
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.  
So please, if you come across people trying to sell these releases, don't support them!*

*Thank You and ENJOY!*

